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ISSUE 100

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THE LEGEND OF ZELDA ORACLE OF SEASONS

Double Fantasy 58



Five in your Game Boy Color AC decoder, because you are in for a long adventure. Our extensive review of the small, recently released The Legend of Zelda: Oracle of Seasons and Oracle of Ages gets you to the fully empowered final of Seasons and the fair, shifting Mary of Ages. Coverage continues next month.



THE LEGEND OF ZELDA ORACLE OF AGES



Party On, Mario! 22

Maximum Cool 40

Who Won? 90



Our 90-page celebration of Mario Party 3 for Nintendo 64 sets the stage for hours of multiplayer gaming fun. The review includes strategies for every game board and more than half of the game's 71 minigames. Take in our party tips for the winning edge.



F-Zero Maximum Velocity is a high-speed racing game that plays Advance systems when the five available game play gaming launches in 2000. The F-Zero game, being a classic, why only a system as powerful as the Game Boy Advance could contain the intensity of the fun, is racing thrill.



What is new about Nintendo Power, understood as the outlet for the most current of the game? How about the next issue in our best-of-the-best game? The results for the 200 Nintendo Power Awards are...

PLAYER'S PULSE

We've opened so much mail our paper cuts have paper cuts, and your creative Pokémon nicknames have left us speechless. While many Trainers call their Pokémon something near and dear to their hearts, a few sly devils actually use names as strategy. And it's not just Pokémon who have scored new handles—keep reading for more of your amazing Nintendo norms de plume.

THE NAME GAME

Referring to the *Write Away*, *Right Away* from Volume 143, I named my Tyrant "Godzilla," my Corolla "Surfboard" and my Togetic "WingRider." My Pokémon are unbeatable!

Chris Bayle
Via the Internet

I have to thank my mom for a Pokémon nickname. I was trying to think of a name for my Butterfree, and she suggested "Margarite." I asked her why and she said, "It's butter-free!"

Sipor
Via the Internet

Woods in Kirby's Pinball Land.

Pokéfan Collins
Los Higos, NY

I have all three legendary dogs, and one is named "MagiKarp." I did that because I like to see the faces of my opponents when they see the name MagiKarp and all of a sudden Raikou appears. Ohhh, it's funny!

Pam White
Via the Internet
That's a tricky tactic. How like to see you match wits against the Trainer who out of our next letter.

I always name the second Pokémon in my party "Mew." Why? So when I'm battling friends and they see I'm about to send out Mew, they panic and bring out an anti-psychic type. It's a great strategy!

Willow Erskine
Via the Internet

Nobody names Pokémon like my cousin. His names deserve the spotlight: Golbat is "Count Chocula," Persian is "Meow Mix," Ditto is "Guy Incongruo" and Krabby is "Judge Judy."

Mari
Via the Internet

We the jury hereby find your contest guilty of having some very funny names.



In Pokémon Blue, I named my Squirre "Turt" because I was too lazy to write the word turtle.

Wace
Via the Internet
Maybe you should stick to training Snorlax instead.



I have a Scepter in Pokémon Gold that lost every single battle. I was getting really annoyed, but soon I was battling in the first Gym and he was my only Pokémon left. I brought him out to fight a Pidgotta, and my Scepter beat him in one hit! I went to the Name Rater and dubbed my Pokémon "Miracle."

Katherine Grant
Clifton, NJ

LETTER OF THE MONTH

I am concerned about the amount of electricity my video game systems take up. Do they require a lot of energy, or is it not a big problem for my electrical bill?

Cuong Yin
Via the Internet

That's a timely question considering all the kallehooos over power prices these days. As far as our systems, the Nintendo 64 needs up a mere 24 watts, the Super NES uses 29 watts—not including the power required for the TV itself—and the Game Boy Color barely makes a ripple at 3 watts. If that seems high, keep in mind that most lightbulbs use between 60 and 100 watts of power. It takes more power to switch on a light than it does to have those lights up a Kappa Troop.



I train a shiny Houndoom that I call "Lampitaka," 'cause I think he's way ill!

Nick D.M.

Salt Lake City, UT

Why ill? You mean he has the Pokéflu? Don't worry—it's perfectly harmless.

Here are a few of my names. My Batsara is named "Indigo-go," my Bellossom is called "DiscoFever" and my Gasty is called "Toot!"

Margaux Kreibitzsch

Austin, TX

I have a nickname, now that I think about it. I call the banker from Major's Mask "Bank Dude." Original, huh?

Evan Dwyer

Via the Internet

I call the pink one in Beetle Adventure Racing "Owl." I nicknamed my Snorlax "Sleepax" and my Weezing "Sea." Finally, I nicknamed my gyo "Da Bernik"

Jan W.

Bucklin, WI



My favorite character from The Legend of Zelda Major's Mask is the dog in Clock Town. He always attacks Link whenever he's wearing the Dehu Mask, so I call him Jaws. But Link gets his revenge when he takes the mask off, because I

always throw Jaws into the pond near the clock!

Ralph Perez

El Paso, TX

The pond serves like an appropriate place for a critter named Jaws to spend his time.

I call myself Zeldu when I play Ocarina of Time, because it sounds funny when the princess says, "Zeldu...strange...it sounds somehow familiar." PS: Could you guys talk about Winback?

John

Via the Internet

Winback? Strange, it sounds somewhat familiar. Check our Classified Info for a new Winback code.

My friends and I call Gabor from TWINE "Papa Ferracini." We think he's charmy from too much pasta.

Mikawentz

Via the Internet

Thanks one and all for the nice-sounding extraneous! But there is still the matter of Zeldu's Mask Salesman to address. Look below to see what we mean.

MASK YOUR FEELINGS

I have a nickname for the Mask Salesman from the N64 Zelda games. I call him "Happy Dude of Hyrule." I give it to him because no matter where or when you see him, he's smiling.

Anonymous

Via the Internet



And here's a counterpoint...

I love Major's Mask, but you know the Mask Salesman? Although he's one of my favorite characters, he's seriously scary. Especially when he gets mad! Maybe that's why he rarely opens his eyes—because he's so freaky-looking!

Suzanne St. Claire

Meross Valley, CA



When we asked the Mask Salesman what he thought about Suzanne's letter, he said "Oh, I don't need to teach... NCM GIVE ME MAJOR'S MASK!"

SCREEN SHOT SHAKEDOWN

How do you take screen shots? Do you have a special little camera or what?

Anonymous

Via the Internet

We asked Chris—our progress assistant, master screen grabber and Tony Hawk's Pro Skater guru—to explain how he works his magic. He begins by using a device called a Digital Video Media Converter. The DVMC takes the input from the game system and saves it into an image that his computer—on Apple Macintosh G4—can read. He then uses software such as Adobe Photoshop or Apple's Final Cut Pro to make a movie of the game. Finally, he pulls out individual frames from the movie and our graphics team puts them in the magazine. We make all the movies on nintendo4power.com the same way.

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WE TALK REAL PRETTY SOMEDAY

When you gaze get letters for the new (and better!) Paper's Pulse, do you correct spelling and punctuation? I sincerely doubt that everyone who reads your mag is an A+ speller. And when people send e-mail, it's usually full of errors.

Seawah Operator 210

Via the Internet
While we always try to keep the intent of every published letter, we do corrections edit for

spelling, grammar and content. Other wise, we'd have lots of letters with *looked* all *fore*, just like this one.

PAPER PRAISE

Great job with Paper Mario. I was the first one at my school to get it, and the very next day everyone was asking me for help! Later, one of my teachers forgot his lesson plan. When I asked him why, he said, "I was beating up on Sky Guys all night!"

Stupidgenius2106

Via the Internet



Maybe your teacher will give you extra credit if you help him through Dry Dry Desert.

SK8 RIBS 4EVR

I believe that Tony Hawk's Pro Skater is the best game ever made. When I saw in Volume 131 that THPS4 would be released, I was ecstatic—until Volume 133 arrived and said it had been dropped. I was, needless to say, devastated. Then I got Volume 142. Game Watch said it was back in production! Is this just some cruel and unusual punishment, or is it really true?

Atchick! Row

Via the Internet

It's glorious and true. The Hawk's wicked sequel will break its way onto your N64 this August.

BABY WITH THE BATHWATER

Will Nintendo be making a converter that lets you play all of your N64 games on Nintendo GameCube? I have lots of Nintendo gear, and I don't want to sell it to a pawn shop or some kind of secondhand store, but I don't know any other way to get the games off my hands.

Gregory Williams

Via the Internet

Nintendo GameCube will not have an N64 adapter. But

before you run off to the neighborhood pawn shop, here is a brief suggestion: hang on to your system! The N64 is a well-built machine that should last for years after Nintendo GameCube is released. You wouldn't believe how many letters we get from people who want to get their hands on a Super NES or even the original NES. After all, what gamer doesn't get the urge to fire up Metroid or Kid Icarus once in a while?



A SIMPLE REQUEST

Hey, I've got a great idea! Why don't you make a Dragonball Z game! It's the coolest show ever!

Everyone

Via Everything

We get more than a few Dragonball Z questions. And while we don't have a canonical game on the horizon, fans of the show should check out our GBC Dragon Warrior III preview on page 50. All the music and character art in the game was designed by Akira Toriyama, the same man responsible for Golden, Trunks and the rest of the Dragonball crew. Plus, DWIII is a total blast!

WHERE DID YOU GO?

I was wondering what happened to the game com-

POWER CHART

We have a lot of popular characters here at Nintendo, but who is the leader when it comes to appearing on our cover? This month's Power Chart looks into the question, counting the 13 stars who have graced the front of Nintendo Power the most.

COVERING THE NP COVERS

1. Mario: 16 times
2. Bowser: 7 times
3. Link: 7 times
4. Yoshi: 7 times
5. Donkey Kong: 6 times
6. Diddy Kong: 5 times
7. Dixie Kong: 4 times
8. Kirby: 4 times
9. Mega Man: 4 times
10. Pikachu: 4 times
11. Batman: 3 times
12. Ken Griffey Jr.: 3 times
13. Simon Belmont: 3 times



ARENA CHALLENGE

The March 10 deadline has come and gone, and the first ever Banjo-Toole Souser of Peril Arena Challenge was a smashing success. Our third place winner, with 593 points, was Dan Sacco of Hackensack, New Jersey. Flying in at second was Zach Votjka of Rocklin, California, who finished with 597 points. The winner was Michael Flanagan of Williams Bay, Wisconsin, who ended up with an astounding 611 points—scoring Banjo-Toole bragging rights for years to come. Way to go, everyone!



pany Codemasters. They must be very sure, because no one I know has never heard of Codemasters or their games.

MP2000

Via the Internet



You'll be pleased to know that Codemasters is alive and well. In fact, they recently released two new games for the Game Boy Color—*Pro Pool and Cannon Fodder*. The latter was even nominated for the prestigious "Most Overlooked Game" award in our annual Nintendo Power Awards. How did it fare? Look on page 90 to find out.

THE LEARNING CURVE

I'm 15 years old, and I love to play driving and racing games like *Cruis'n World* with my V3FX Racing Wheel. One day, my dad stopped his truck, got

out, and said, "I want you to drive so we can get your learner's permit." I was shocked, but I actually managed to do pretty well for my first time. When I told my dad it was because of all the driving I did on the N64, he just laughed. But I know it's true. Who knows? Maybe video games will be used to train drivers someday.

Derek Mathews
Gafford, IN

Many driving schools already use video games to help their students. Other professions that use video games and video simulators for training include airline pilots and police officers.

MARIO'S MUSICAL MUSINGS

I just made it to the end of *Paper Mario*, and I was so busy taking in the sights and sounds that I didn't catch the name of the composer. I loved the music in the game! I wanted to find out who composed it, but I just rented the game and had to bring it back. Also, do you intend to release the music in sound-

track form? I'd love to have it. Keep up the good work on the magazine!

Maria T. Soto

Via the Internet

The composer for *Paper Mario* was none other than the famous Nishi Toyooka. And there is a two-CD set of *Paper Mario* tunes that is currently being offered as a subscription bonus.

THE TRANSFER PAK TRAGO

Does Nintendo have plans to make any games—besides the *Pokemon* series—that are compatible with the Transfer Pak? That would be an excellent use of established technology.

Andy Cherofin

Via the Internet



Actually, Andy, there are already a number of games out there that use the Transfer Pak tech-

nology, including *Perfect Dark*, *Mario Tennis*, *Mario Golf* and *Mickey's Speedway USA*. And since you'll be able to fish your Game Boy Advance directly to your Nintendo GameCube, we're expecting many more games to use transfer technology in the near future.

THE GAME BOY ADVANCE PRICE IS RIGHT

Hey! How much is the Game Boy Advance going to cost? Thanks!

Chris

Via the Internet

Your letter is so direct and to the point, we can't help but answer with the news: The NINTENDO ADVANCE, as manufacturer's suggested retail price, is \$99.95. That means \$99.95 is what we are recommending merchants charge for the GBA, but each store is free to raise or lower that price as they see fit—so be sure to check out a couple of different stores before you buy.

Books are provided by:

Mark Wainwright, *London, WI*
 Brian Casper, *Berlin, NJ*
 Jeffrey Carpenter, *San Diego, CA*
 Jim Chen, *Long Beach, CA*
 Kelly Deane, *Concordville, PA*
 Brandon Deane, *Shelburne, VT*
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 David Tomkinson, *Shelburne, VT*

WRITE AWAY RIGHT AWAY

Game Boy Advance is out of the box, and Japanese gamers are enjoying the next generation of portable play as we speak. So what excites you most about the new system? The graphics? Maybe the link to Nintendo GameCubes? And what games do you want to see on the system? Send responses to the address at the bottom of page nine.

ARTIST'S GALLERY

It's sports month in the Artist's Gallery, and skateboards appear to be in high demand. Our next assignment will take some thinking. We want to see pictures from your favorite Super NES game. Send your most creative work to the address at the bottom of page nine—we'll publish the standouts in our July issue.



Peter Mellon
Huntington Beach, California



Levi Emerson - Longview, Washington



Dylan King - De Pere, Wisconsin



Steve Marshall - Jacksonville, North Carolina



Ryan Dixon - Jacksonville, Florida



Stephen DeCotis - Wakefield, Massachusetts



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GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS



GAME BOY MUSIC

THIS MONTH

Confessions: Circle of the Moon



They Walk's Pro Starter 2



On-On Basket



Final: The Mayer Adventure



Also this month:
Toku World
Dodge Ball Advance
Ready 2 Double Ending 2
Dropsie Master Monsters 2
G1 Advance Championship Boxing

MAKING MUSIC ON GAME BOY ADVANCE

At the 2001 Tokyo Game Show, Nintendo Co. Ltd. revealed the most innovative piece of software yet for Game Boy Advance. Game Boy Music is an amazing music creation program created by Nintendo's sound development group. Players follow a musical score on the GBA screen using buttons and the Control Pad. The Game Boy Advance PCM musical chip is so sophisticated that it can reproduce realistic instrumental sounds. You don't need to know how to read music, either, because Game Boy Music uses a simplified 8-note scale presentation and col-



orobans, drums, trumpet, tenor sax, whistlers, trombone, oboe, clarinet, piccolo, flut, maracas and harmonica. Players can link their GBA consoles in the Band Play Mode and jam together, as well. Game Boy Music will come packaged with manipulators and a screen mimicable for improved sound reproduction. The speakers require three AA batteries for power. Game Boy Music will be released in September in Japan, but there's no word yet on a North American release date. Stay tuned.



GAMERS CAMP OUT FOR ADVANCE LOOK

Leading journalists from around the world recently descended on Coorsman Lodge and Camp near San Francisco to see 17 of the launch titles for Game Boy Advance. Super Mario Advance, F-Zero Maximum Velocity, Mario Kart Advance and Rayman Advance were among the hotly anticipated titles, although Mario Kart Advance won't be released for several months following the launch. The gaming world also got its first chance to see several other games, such as Iridion 3D, Army Men Advance and Bomble. Tale of the Tobiungo. The biggest hit turned out to be CastleVain Circle of the Moon. Tony Hawk's Pro Skater 2, Dodge Ball Advance and Pitfall: The Mayan Adventure, which you can read about on the following pages of Game Watch. Fire Pro Wrestling, Lucy Sis, Ready 2 Rumble Boxing 2, Twinky and the Magic Jewel, Top Gear GT Championship and Konami Krazy Racer also made a splash at the camp. So pull up a log and check out the games as Nintendo Power revisits Camp GBA.

IRIDION INVASION

Majesco's Iridion 3D is a space shooter featuring six huge levels, constant action, gorgeous graphics and cool weapon power-ups. Running at 60 frames per sec-



Iridion 3D

ond, Iridion is one of the best-looking GBA games of the first wave. Majesco pilot their starship through six 3-D worlds filled with alien structures. It's harder to put down than a marshmallow on a stick.

TROOP ADVANCE

Army Men Advance from 3DO has a more cartoonish look than previous Army Men



Army Men Advance

games, but players still battle Yan forces in plastic and human worlds. Sarge charges fearlessly into combat in 17 stages, or players can choose to be a more stylish hero by playing as Yikki. Players also get to drive tanks and boats and solve puzzles in their quest to bring Plastro to justice. Our campers said it was more fun than tipping over a canoe.

ATLUS GETS A HIT

The biggest surprise at Camp GBA was Atlus's Dodge Ball Advance. Based on Super Dodge Ball from the days of the Nintendo Entertainment System, DBA is an all-new game with great graphics and fast, throwing action. Team members have hit meters, so they don't get thrown out after one shot. Players can customize the attributes of their teams and take on international teams in a global tournament. There are 50 special throws, and the cool two-player option was one of the favorites at the camp.



Dodge Ball Advance

MIDWAY IS READY 2 RUMBLE

Ready 2 Rumble Boxing Round 2 also debuted at the camp. The GBA version of the popular arcade punch-a-bun had familiar boxes and a rotating ring to give it something of a 3-D feel. The Training Mode helps get players up to speed in the ring. When boxes are ready to rumble, they'll take on a ladder of pugilists and unlock hidden opponents. Luckily, no fights broke out over this one.



Ready 2 Rumble Boxing Round 2

S'MORE FUN AT CAMP GBA

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

DRAC IS BACK

Konami's Castlevania series has a rich gaming history, ranking with Mario and Zelda games in the hearts of many players. So it was with great anticipation that we've been waiting for a chance to play Castlevania: Circle of the Moon for Game Boy Advance. Smelling the flame of our excitement were reports from evaluators in Japan who give it the highest score ever received by a Game Boy title. Now, having seen Castlevania, we can report that the phenomenal score was

deserved. From the haunting moated chase of the opening screen to the exceptional play control and brooding atmosphere throughout the game, Konami has created a brilliant platformer title that goes beyond any of its predecessors. A new item system features magic and cards that give you special powers, which you can access using the Right and Left Buttons. In fact, you can configure your hero's control functions any way you want. As for the action, you'll find plenty of nasty traps and a huge



castle full of treasure, hidden rooms, frightening enemies and powerful bosses. Castlevania: Circle of the Moon is a game that you won't want to put down, and since GBA is portable, you won't have to.



SWINGING INTO ACTION

Another classic platformer that featured whips and danger was Pitfall: The Mayan Adventure for the Super NES. Majesco's excellent new version of

the game for GBA will whip up even more excitement than the original. The action takes place in the South American jungle where Pitfall Harry Jr. swings from vines, explores temples and collects treasure. There are 30 main stages in the 2-D side-scroller and several bonus worlds found only in the new GBA version of the game. The play control and graphics are top-notch, too, thanks to an up-and-coming development team at PipeDream Interactive, the same developer that made *Barbwire* fun for GBA. Pitfall will be ready for the

North American launch of Game Boy Advance. It's another adventure you won't want to miss.

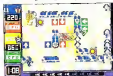


SAVE THE MICE

Segg's ChuChu Rocket for Game Boy Advance combines puzzle and action elements brilliantly to create one of the most engrossing brain games to grace

a Game Boy system since Tetris. The idea behind ChuChu Rocket is simple enough—players must guide mice (ChuChus) out of each room using directional signs. The mice are a bit thick and won't save themselves if left on their own. The mammoth layout of each room provides the challenge, along with the hungry, patrolling felines that prowls through many of the rooms. If you plant your signs in the right places, however, the mice will scurry into waiting spaceships and blast off to safety. ChuChu Rocket is

available in Japan, and Sega hopes to release it in North America with the launch of Game Boy Advance.



TONY'S TRIUMPH

Activision's Tony Hawk's Pro Skater 2 for Game Boy Advance is one of those rare titles that make gamers' jaws drop. Donkey Kong Country had the same effect on Super NES players, and Super Mario 64 blew away the N64 audience. Pro Skater 2 bowls people over with 3-D graphics, play control on par with a console game's and the full range of moves and goals that you'd find in the big brother versions of Tony Hawk. It's even more impressive when you consider that THPS2 creates a 3-D environment on a system that isn't supposed to support 3-D. Don't believe it. The 32-bit processing power of the GBA calculates a 300-polygon skateboarder on the fly and renders it as sprites that

appear almost lifelike on the screen. There's more to the magic than that, of course, but the effect is stunning, and the game is probably the first must-have title for GBA. Next month, Nintendo Power will present a full preview of Tony Hawk's Pro Skater 2, but for now, just enjoy the show.



THE HAWK IS IN THE HOUSE...

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

NINTENDO REVEALS FUTURE OF GAME GAMES

In two separate press events, Nintendo recently revealed tantalizing tidbits about several upcoming Game Boy Advance games. The first event took place in Japan just before the launch of GBA at the end of March. Mr. Satoru Iwata, Corporate Planning Division Director/General Manager, Nintendo Company Ltd., wowed reporters when he revealed that updated versions of Nintendo classics were on the way for GBA. Mr. Iwata mentioned Metroid, Super Mario Bros. 3, Super Mario World, Yoshi's Island and Yoshi's Story, and he hinted that Nintendo is working on several highly innovative games for GBA that were too secret to discuss. (See this month's lead story on Game Boy Music.) Several weeks later, Ken Lobb, Director of Product Development at Nintendo of America addressed the GBA game's summit near San Francisco. Ken told the journalists that the Metroid game for GBA was an all-new game instead of an updated version of Super Metroid for the Super NES. Ken also mentioned that Rare has dedicated a substantial portion of an talented workforce to Game Boy Advance, and he promised that games would be blown away by the GBA titles that Rare is developing. Although none of the titles mentioned in the press conferences have a set release date for North America at this time, you can bet that some great titles are on the way.

THE ENVELOPE, PLEASE

The Academy of Interactive Arts and Sciences held its fourth annual Interactive



The Legend of Zelda: Majora's Mask

Achievement Awards on March 22nd in San Jose, California. British humorist Martin Lewis hosted the event, at which awards were given in 27 categories. The Legend of Zelda: Majora's Mask won awards for Console Action/Adventure Game of the Year and Outstanding Achievement in Game Design. Mario Tennis won the award for Console Family Title of the Year. Other winners included SSX for PlayStation 2, with five awards, and Final Fantasy IX for PSX, which took home three awards. Blizzard's Diablo II for PC won Overall Game of the Year and Doom creator John Carmack was inducted into the Academy Hall of Fame. Nintendo Power would like to congratulate all the winners.

KIRBY'S ADVANCE?

Don't be surprised if you see an unusual Game Boy Advance on the shelves shortly after the June 1st launch of the handheld console. Nintendo is planning to ship a limited number of pink Game Boy Advance consoles shortly after launch. The Fuchsia GBA will be unmistakable like the



bluish-based Glacier unit, but it will have a dose of hot pink, perfect for a well-rounded hero on the go.

TETRIS FOR THQ

THQ knows a good license when it sees one, and when it comes to video games, no license is better than Tetris. The puzzle game that revolutionized its genre and sold millions on the original Game Boy is set to return on Game Boy Advance. Tetris Worlds will feature classic Tetris and new, enhanced versions of the world's most popular puzzle game—seven modes in seven



Tetris Worlds

worlds with special Tetris rules. Up to four players will be able to link their Advances for multiplayer action. In addition to the GBA version of Tetris Worlds, THQ plans to develop a version for Nintendo GameCube, as well.

ACTIVISION ADVANCES

Activision has become one of the hottest video game publishers in North America over the past few years, so it's no surprise that the Big A is gearing up for a huge presence on the hottest video game system of the year—Game Boy Advance. Recently, Activision announced its first six titles for GBA. Leading off the lineup is Tony Hawk's Pro Skater 2, which is likely to become a benchmark for all future sports titles on the handheld console. After Tony, the active visionaries are planning on releasing Max Hoffman's Pro BMX, Shaun Palmer's Pro Snowboarder, Spider-Man: Mysterio's Menace, X-Men: Reign of Apocalypse and Doom, based on id Software's classic first-person shooter. If the other five games are anything like Tony Hawk, Activision will soar to new heights on Advance.

MORE MONSTERS FROM ENIX

Dragon Warrior Monsters 2 from Enix is on the way for Game Boy Color. Actually, there are two versions of the game, Dragon Warrior Monsters 1: Cob's Journey and Dragon Warrior Monsters 2: Dark Adventure. Color and Text are besties and sister.



Dragon Warrior Monsters 2

GAME WATCH FORECAST

The kids must save GreatLog from sinking, and the only way to do that is to train a super team of monsters. Over 100 monsters are hidden in the game, and players can use Game Link Cables to trade and battle their monsters. Intx is planning a fall release for the latest monster RPG.

GT ON THE LINE

TJQJ has snatched up one of the coolest launch titles for GBA in Japan—GT Advance Championship Racing—just in time to bring it to the starting line for the North American launch. GT's incredible graphics create a 3-D racing environment on Game Boy Advance that you'll have to



GT Advance Championship Racing

play to believe. Drivers choose cars, customize their settings, then head for the tracks in Championship or Time Attack Mode. Once you're on the road, you can cut corners, crowd out competitors and squeal around hairpin turns in a balanced drift. There's never been a handheld racing game like GT for pure racing fun.

A PARTING SHOT

Yotobe: Quest of Heart is one of the launch titles for Game Boy Advance in Japan. Everything about the game is impressive! Great graphics, sharp play control and super challenge. As a parting shot, we thought we'd take another look.



Quest of Heart

EDGE BALL ADVANCE



Atlas



Majestic



Nintendo



TJQJ



Capcom



Capcom

INTERNATIONAL

TOBY MARK 2

GAME BOY ADVANCE

ALICE IN THE COUNTRY
ARMY ADVANCE
CHANGERS OF HEART & BLACK
CLOVIS GARAGE'S ADVENTURES
DODGE'S BIG GAME
DEADLY WARRIOR
DANTE'S LEGEND
HERO GAMES
KID IN THE IRON MASK (MAYBE)
KICKBALL 2001

THE KING THAT TIME FORGOT
KING OF THE UNDER WARRIORS
MARS MAN STORM 2
MARSWARS
SPIDER-MAN 3: THE SINFISTER SILE
1-08
TOP GUN
W.I.T.C.H.
THE WORLD IS NOT ENOUGH
X-BLOCK: WOLFGANG'S BATTLE

GAME BOY ADVANCE

AMERICAN ACADEMY

ARMY ADVANCE
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BURNING FORCE 3: THE TOWER
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Nintendo Fans in Cyberspace

After a year and a half of beta testing, online play for Mario Party 3 is now available for Nintendo Game Boy Advance. The game will be released in the fall.

With the game now dedicated to Nintendo Game Boy Advance, the online play will be available on the Nintendo Game Boy Advance. The game will be released in the fall. The game will be released in the fall. The game will be released in the fall.

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EVERYONE'S INVITED



marioparty.com

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MARIO PARTY 3



©2000, 2001 Nintendo. NINTENDO SOFT

Break out the confetti and noisemakers, because Mario is back and throwing his biggest bash ever. Cutting loose with 71 new minigames (including shindy shenanigans reminiscent of

Tetris's Blockbusting, Starfy's dogfighting and Mario Golf's putting), Mario Party 3 is bursting with fun reasons to celebrate. The party modes shown below are just two of them.



BATTLE ROYAL



Party animals now have two types of game board to party on!



Mario Party is pioneering the board game genre for video games, and Battle Royal Mad is the third and final way to play in Mario Party 3, one to four players can explore the six Battle Royal boards for dozens to play any of the 71 minigames

DUEL



MP3 Fight for your right to party in Duel Mode. The all-new two-player game boards require you to find the character like Donkey who's at back in Paper Mario-style battles whenever you cross paths with your opponent.

nintendo.com

ITEMS

You roam each of Mario Party 3's game boards in search of Stars. The items below can help you catch a Star, and you'll find most of the goodies in shops or Item Man games.

I'm a genius in a berrie, baby! I'll take you straight to a Star!



SKELETON KEY

5 COINS

Sometimes, a gate will block the shortest route leading to a Star. If you have a Skeleton Key handy, you'll be able to walk through a barricade.



POISON MUSHROOM

5 COINS

The Poison Mushroom protects a player from moving onto the three spaces in the next turn. Use it on any player who's closing in on the Star.



CELLULAR SNOPPER

5 COINS

If you're far from a shop and need an item early, the Cellular Snopper will put you in touch with Load or Baby Bowser. Give either merchant a ring to get your merchandise on the spot.



PLUNDER CHEST

10 COINS

With the Chest, you can swipe an opponent's coin. Target items will have the precious Magic Lamp or Boo Bell. If your opponent has more than one coin, you'll steal one at random.



DRILLING GLOVE

10 COINS

If one of your levels is sitting pretty with a hoard of coins, the Drilling Glove will give you a chance to win them. The handy item allows you to challenge your opponents for all their money.



GOLDEN MUSHROOM

10 COINS

When lucky traps lay a few steps ahead of you or you need to go the distance, grab the Golden Mushroom. You'll get three coin rolls so you can travel up to 30 spaces in one turn!



BOO REPELLANT

10 COINS

Players can use Boo to steal coins or Stars from you. If the ghost is trying to scare you out of your booty, the Boo Repellent will protect you. Buy it if someone owns a Boo Bell.



MAGIC LAMP

20 COINS

The quickest way to reach a Star is by unswerving the pieces who'll fly you to the Star no matter how difficult it is to reach. You'll need 20 coins to buy the Lamp and 20 more to buy the Star.



KOOPA CARD

RARE; NOT SOLD IN STORES

One of four rare items that you can score only by lucking out on a Star Space, the Koopa Card will allow you to wish away all of the coins in the bank when you pass it. One-chip!



LUCKY CHARM

RARE; NOT SOLD IN STORES

The Game Boy a chance games are a gem! Since you that put all your money on the line to play, use the Lucky Charms to call him so he'll challenge one of your levels to play for all or nothing.



MUSHROOM

5 COINS

A step down from the Golden Mushroom, the regular variety of Mushroom will give you two rolls of the die.



REVERSE MUSHROOM

5 COINS

To make a player backtrack on the next move, use the Reverse Mushroom. If you're careful, it's a good thing to have if you're using a Poison Mushroom on yourself.



WARP BLOCK

5 COINS

If you're stuck in a barely-tripped part of the game board, use the Warp Block to trade places with someone. Be careful when using it since you'll swap spaces with a random player.



BOWSER PHONE

10 COINS

When Bowser pops up, he'll make his wretched dress one of a handful of bad propositions. Put your opponents in a dice dilemma by showing to the Koopa King bad sounding item the way.



LUCKY LAMP

10 COINS

Mushroom James will change the location of the Star if you call her. But her temp when someone's close to the prize or if the Star is stuck in a hazardous part of the board.



BOO BELL

15 COINS

To a life of a Star or coins from an opponent, give the Boo Bell a ring. When you ring it, Boo will offer to trade something from the rest of your stash. If you play him off coins, he'll steal a Star.



BOWSER SUIT

10 COINS

When players are nearby, put on the Bowser Suit. You can don the outfit for one turn, and any players who pass you right to render 20 coins if they fail for your gear.



FIRM BAG

30 COINS

The best deal for your money, the Firm Bag comes stuffed with three random goodies. The items in Todd's grab bag differ from the ones in Baby Bowser's sack, making them a bargain.



BARTER BOX

RARE; NOT SOLD IN STORES

All players can carry up to three items at a time. If the Barter Box is in your inventory, you can use it to trade all of your items for anything your opponent's inventory.



WACKY WATCH

RARE; NOT SOLD IN STORES

By activating the Wacky Watch, you'll set the game so that only five turns remain. Use it to finish things quickly when you're in the lead or to extend a game that's in its final turn.



MINIGAME SHOWCASE

The minigames fall into one of the seven color-coded categories on the right. All varieties can appear in Battle Royal, except for the 777 Minigames, which you can unlock only after completing Story Mode.

MINIGAME KEY

	4 PLAYER		BATTLE
	2 VS 2		ITEM
	1 VS 1		777

Mario's Puzzle Party



In the retro-style puzzle, you can be a part of the block party by clearing using multiple blocks at the same time. Mario's Puzzle Party is a fun and easy to learn.

Water Warped



The best to sell five legs around the wacky party minigame. You'll have a lot while enjoying on the choppy seas, so you can't avoid making wild time.

Snowball Survival



Survive placed and press frantically to form a snowball. Then push it around the playfield to build it up. The bigger the snowball, the more punch it'll pack.

BATTLE ROYAL

The four-player party game hopping on five swan Battle Royal game boards. The sixth board, Waluigi's Island, will be available in Party Mode once you've earned all seven Star Stamps by completing Story Mode.



Story Mode sends you party hopping on a whirlwind tour of six Battle Royal boards plus six two-player Duel boards (see pages 30 and 31). The Battle Royal festivities begin in Chilly Waters, a winter wonderland that's locally the coolest place where partyers can hang out.

1 ACTION TIME Rolling Snowballs



Whenever you land on a 1 Space, you'll trigger an event that could change your location on the board. You'll move to the nearest pink space in your path if you don't roll a 1, and that won't end if you stop on the Roll On the Chilly Waters board, landing on a 1 Space will roll out a snowball. Press A to push over it to stay where you are or do nothing so it chases you to a new location.



2 DANGER Thin Ice



Smack dab is the center of the board and is like covered by a thin sheet of ice. If two players land on it at the same time, the ice will crack and both will sink as well. Free to the pink space that sits on the shoreline. If you need to skip past the dangerous start line, use a Mushroom for a shortcut.

Parquet Placement



Unleash the art of four-player games, one space has a chance to produce some cards. Draw and clove your parrot to control your descent and float into a falling cone.

Message Memory



Each tile contains a hint or a card. The Sky Guys won't take down all of the items, so carefully watch them to see what's necessary.

MPLQ



In Mega Party 3, land on the hat with the most love-queer from. He loves to eat players in a mean game scenario, so give it a spin so scores are passed to it.

Curtain Call



As a show on the of Bess, Koozie and Gumbies dance across the stage, remember few cards. You will get you off their partners, like who was there from the left.

Yeastful This



The player who enters the track that contains the Mushrooms will become a gem who must attack the other players. Royal getting attacked by running by the walls.

Acas High



In the wild, blue penguins, dogfish I will you. It's a male and the last player who isn't grounded. Use the color to the color of the screen and change your attitude if targeted.



An oasis of minigames and a hot spot for fun, the Spiny Desert heats up the party action with dangers worth sweating over—like sand traps and things that aren't what they seem.

7 Sand Pits



If you land in a? Spine in either roundabout, you'll fall into the arid hole and wait for the other circular pits. The sand pit to make great shortcuts when you can circle them as you lean on a? Spine.



2 Two Stars, One Mirage



While only one Star appears at a time, on the other side Royal boards, the Spiny Desert always boasts two shiny gems of a total. Use of the Stars is fun, and it will disappear when you reach it. Look down on the sand with the Magic Lamp, which always takes you to the next level.

3 ACTION TIME! Cactus Jumping



If you head down the path, accessible by the cactus couple, you'll have to jump over both of the prickly plants to stay on course. If you're looking to wrap to another part of the level, land on the left. If the boy cactus steps you, you'll land on the pink space on the right. The girl will send you to the left Spine.

I've got what you need to do. Time Spine. Jump over me to reach it.



Tinycop Fall



Press the button that appears on-screen to power your sled. Tap the button quickly, but be careful if a snowed-in boulder pins your sled. If you don't wait for it to roll, you'll crash into it.

Ritzy Rival



The long glider and robot spider are the most difficult, so also focus on the way. Glider pilots must focus on dodging obstacles, while spider pilots must focus on getting there.

Tidal Toss



While one player makes waves, the other three run back over them. Stay alert by staying close to the boat and jumping immediately after the solo player hops.

Boulder Ball



If you're the solo player who's rolling the boulder down the slope, smooth them all the way. If you're a member of the three-person team, group up the ball to reach the top.

Spotlight Swim



As the lone player, the swimmer's light lets you to avoid floating weight. As part of the three-swimmer team, follow the bubble to keep tabs on the submerged swimmer.

Hide and Sneak



One player has three chances to guess the hiding spots of the other three players. Success is made and Sneak is based purely on luck, so it's more fun than the other one-on-three games.



Getting around in the Woody Woods won't be easy since pokey moles consistently change the direction of travel. Apparently, some party animals are party poopers.

7 Changing Directions



The red signs at intersections point to the path you must take. If you land in front of a moak house, it's marked by a flag, you can pay the barkeeper to reverse the signs.



2 The Signs Keep Changing



The moles will change the direction of the signs at every turn and they'll also reverse them if you land on a 7 Space Sign. It's hard to predict when you'll see the next 7s, but a Reverse Moak sign means you need to go against the flow of the signs.

3 ACTION TIME! The Giving Trees



If you land on a 7 Space in front of one of the trees, you'll receive an item. The green tree has good items, while the purple tree offers bad ones. Press Left or Right on the Control Stick to choose an item. If you don't choose, the tree will choose for you.

Who is the mole? It's me, and I'll change the arrow signs to often as possible.



Bibbing Bow-loons



Unlike other manganis, from Barbas are one player activities that offer items instead of coins in the archery game, wait for a clear shot to pull an inch.

Key, Butler, Butler!



No strikes or balls are allowed in Baby Bowser's Baseball game. You have one chance to hit Baby Bowser's patch. Use the Control Stick to aim for the prize you want, and avoid hitting the ball down the center since Baby Bowser will easily catch it.

Swing it Scoop



Keep an eye on the Baby Bowser who's carrying the prize you're after. Use the wack-hat with your hammer. As long as you're a Baby Bowser, you'll win a prize.

Swinging with Sharks



Before the 30-second time limit expires, you must finish on your swing in the hopes of landing on an even. Taking a couple hits—in a reach for the farthest mark, you must hit the A Button when you're near the beginning of your downswing.





Spelunkers will go batty trying to score Stars in Creepy Cavern. Treasure chug back and forth across the game board, and they'll rebound you into wandering off track.

1 ACTION TIME! Ride the Train



The Thrones scattered by the railroad will offer you a train ride. The trains change their direction of travel after every trip, so keep track of where they'll be heading next and hop aboard if they're going your way.



2 DANGER! Train Crossing



Remember the great old time of the great old-fashioned train? Creepy Cavern boards train that will give you to the other side of the track and you'll end up retracing a Space. Since the trains make it tough to navigate Stars that appear on the track, instead in a Lucky Lamp so you can change a Star's location.

3 The Whomp King



Skeleton Keys are cheap and useful, so you should always drop around for one early in the game. In Creepy Cavern, you can use the Skeleton Key to assist just the Whomp King, which moves shooing an arm of the go-laws that runs north and south across the gameboard.

Don't worry when you have a Skeleton Key. I need my body shell!



Rain Pizza



The duo that grabs up the most pizza in 30 seconds wins. It really isn't A, to eat and sweep back and forth while moving forward to show down large chunks of the pie.

Cosmic Coaster



Ride the roller coaster and slide from side to side to dodge the obstacles hanging over the track. Look into the distance to anticipate incoming rounds.

Locked Out



Players always hit-number doors and keys to see. Race to the key that matches the number on the door inside the B Bottom to fend off gobby rivals.

Log Jinx



Place logs on the chopping block or back them into a firewood by pushing the button that appears. If you hit the wrong button, you won't be able to move for a second.

Picking Ponies



Pick and toss of animals into the basket to harvest a victory. When taking your tosses and catches, keep a watchful eye on the number of other race won't fly in for on stage drama.

All Fired Up



As the Flaming Potatoes that will launch in different patterns. When the flames line up and spin around the wheel, run from the fire board rather than jumping over it.

DUEL

MP3 introduces Duel Mode, a head-to-head version of Battle Royal that makes exploring the board more confrontational—whenever you cross paths with your rival, a fight could break out.

Having trouble finding your rival? If you will just me and I'll coast down to zero, I'll cut your rival over to play a minigame.



ATTACKS



In Duel Mode, you'll pit two partners who take the role of dirty swine. Whenever you pass your opponent, your partner will attack your rival—but only if your hand helps a friend the right way.

THE DUEL MAPS



Each player has a designated star-shaped station. Whenever you land at your star, you'll receive 10 coins and a chance to hire a new partner with a spin of the roulette wheel. If you're struggling with the mechanics of two partners, you must replace one of them when you reach your station.

PARTNERS

One partner can guard your front while another can protect your back. In general, place partners with strong Attack Power in front and ones with strong Stamina in back.

FRONT



BACK



TOAD

The fungus-headed fun guy always beat before. As long as he's with you, you'll never have to pay a penalty fee for landing on an opponent's spot.



ATTACK: 1

STAMINA: 1

SALARY: 1



BOO

Only the ghouls who creep up to bite or burn rival can do the ruckus. If Boos attack, the rival it will retaliate, reflecting the same damage back.



ATTACK: 2

STAMINA: 1

SALARY: 1



CHOMP

The partners that surround the player usually stand at the bottom of attacks, but Chomp will attack all members of the opposing team.



ATTACK: 1

STAMINA: 2

SALARY: 1



MR. BLIZZARD

While most partners attack the nearest enemy, Mr. Blizzard will go the distance and attack the farthest party member.



ATTACK: 1

STAMINA: 3

SALARY: 2



SNIFFY

Every turn, you must pay your partners to keep them with you. If Sniffy's on board, he'll scrape up two to four coins for you before each turn.



ATTACK: 2

STAMINA: 2

SALARY: 1



GOOMBA

Usually your front partner does all of the attacking, so let Goomba lead the way—in Attack is stronger than his Stamina.



KOOPA TROOPA

With a protective shell that doubles as a shield, Koopa Troopa is a better defensive player than an offensive one. Place the turtle in the rear.



BOB-OMB

The single-use explosive is perfect for direct attacks. Bob-omb bypasses your partner's and attacks the opposing player directly.



WHOMP

Strictly a defensive player, Whomp is unable to attack. He has the best Stamina of any partner, so use for protection, you from almost any attack.



THWOMP

Callin' Thwomp to get rid of one of your rival's partners. The block won't burn your rival, but he'll defeat the nearest partner in one move.



PIRANHIA PLANT

Armed with the strongest Attack and demanding a high salary, the Piranha Plant can overpower an invisible die that will give you an extra turn.



BABY BOWSER

Every so often, Baby Bowser will attempt to transform into a big, bad Bowser himself. If he does, he'll eat the block, damage.

ATTACK: 3

STAMINA: 1

SALARY: 2

ATTACK: 1

STAMINA: 3

SALARY: 1

ATTACK: 1

STAMINA: 1

SALARY: 3

ATTACK: 0

STAMINA: 6

SALARY: 1

ATTACK: 0

STAMINA: 2

SALARY: 1

ATTACK: 1

STAMINA: 1

SALARY: 1

ATTACK: 1

STAMINA: 1

SALARY: 2

Eye Sore



Run clockwise around the arena until it disappears. Polo balls will spike in your path, so dodge them or wait for them to flicker out while making laps around the peep.

Foot Play



As the chicken clucks away, follow its footsteps to stay on its feet. Every few steps, the flexing bird will soar down—this is your chance to step in and grab it by pressing the B button.

Storm Chasers



Close the rising sun cloud to your right and get a yellow. Stay ahead of the crowd so you can bag the hen for yourself and dodge the nukes that try to trip you.

Buster Tools



As the paper rolls down rapidly to the A button to power up your shovels. Right before the counter hits zero, adjust the angle of your tools to 45 degrees. With enough power, you'll throw a long beam.





The object of Story Mode is to collect Star Stamps. You'll win most Star Stamps on the Duel match that follows each Battle Royal. Gate Guy is your first Duel.

1 Taking the Toll



The Gate Guy will let you cut through the middle of the board if you pay his toll. Take the shortcut to catch up with your rival and meet the foe! Every time you pass the tollbooth, he'll count down. When he reaches zero, he'll call your rival over for a magazine. Get to it fast a quick way to catch up to your opponent.

Will Stamp Earned



After you surface from the Deep Bloober Sea in Story Mode, you'll play on Arrowhead, a Duel map where the Kindness Stamp is up for grabs.

2 Rocks on the Road



Arrowhead features four forks in the road, so scan the map to survey the different paths where your duel can take you. A loop sits in the middle of the area, and you can circle it to run before your counter down to zero.

Kindness Stamp Earned



The nemon can get tricky in the third Duel board, Pipsqueak, since the warp pipes will allow you to slip away to another corner of the board for a sneak attack.

3 Digging Hot Pockets



If you happen to warp pipe, you'll get out of one of the other three tables selected at random. We may not know where you'll end up, but you can always dig around the warp pipes to prevent a quick escape route.

Strength Stamp Earned



Water Rooter



Race through the tube and across onto Acropolis from Pencil for a boost. Press Left on the Control Stick to move clockwise and Right to move counterclockwise.

Crowd Cover



Look over the three paths, then try to figure out which one matches the picture observed by the crowd. Look for subtle differences like feet position and walking style.

Silly Screens



Align each hat with its neighbor so you can make the jump to the next hat. Tighten the hats by repeatedly tapping B and loosen them by hitting A.

View with Me



Make like Taz and swing from vine to vine to cross the stream. Jump off your vine just as the next one is swinging toward you to hit it your next side.

End of the Line



As three airplanes, you race across your train through one of two tunnels. Only one path is correct, so keep track of your mistakes as well as your rival's choices.

Poppin' Pick-Off



Beat Silly Screens when he appears in any of the nine screens above. Free as Silly about as you can find avoid getting "hand" or you'll lose points.



2 Blow Away



After beating it out in the Woody Woods, you might think the Love Stamp is yours, but you're not out of the woods yet. The showdown for the stamp takes place at Blowhard.

The fun that's pie in the middle of Blowhard will switch the order of your partners if you walk over it. Consider both of your partners' placement before creating it just in case their arrangement blows your offense and defense setups out the window.



Love Stamp Earned



5 Keep on Moving



The conveyor belt in Mr. Mover's world keeps things moving along. Where it moves you isn't always where you want to go, so you'll have to time your conveyor belt rides carefully.

Leading at your partner base scores you an instant 10 coins, but getting it was well-timed since you must ride the conveyor belt. Since (cuddl!) changes direction every few turns, it might take you to your rival's base instead. These fun long stretches will put your 10-coin payout by seeking out spaces that reward you with care.



Courage Stamp Earned



UNLOCK MORE

Initially, only five Battle Royal and five Duel boards are available in Party Mode. By playing your way through Story Mode, you'll unlock the two remaining boards, Backtracks and Waluigi's Island.

SEVEN STAR STAMPS



You need seven Star Stamps to win Story Mode! You first need a target—Seven Star and MiiFighter—will be yours if you win the first two medals, Backtracks and Waluigi's Island.



Beauty makes her first appearance in the game as your challenger in the Backtracks Duel board. Its ever-changing direction arrows will force your partners' order.



Waluigi will rear his ugly head for the game's final Battle Royal. This purple provocateur is armed to fight with body traps, including an explosive gateway that will cause anyone caught in it a blast to lose of coins.

Starbed Battle



After a victory on Waluigi's Island, you must play the Starbed Battle. The camera has first-PPF MiiGame you can attack in Party Mode's MiiGame Room. Win 100 points to the game by using the power of the arena, dodging items, etc. Win one turn blue, grab it and toss it at the Millennium Star.



Game Guy & Mario's Puzzle Party Pro



If you score enough 5 grades in Story Mode's Duels and Battle Royals, you'll become a Miracle Star and gain access to the Game Guy's Game Room in Party Mode. If you can win over 1,000 points in his competition, you'll unlock a one-player version of Mario's Puzzle Party.

WALL OF FAME



Your character's face will appear on the ridge when you finish Story Mode. If you can win using every character, you'll complete the Mt. Rushmore of the Mushroom Kingdom.

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DIT



High School Student SUMMER WORKSHOPS:



workshop 1 - Video Game Programming Workshops

Students will learn the basic components, structures and properties of making a video game during this 2-week workshop. The students will learn how to create graphic and sound data, as well as how to write simple C++ code, which will be used to create and assemble each student's final project: a **playable video game**.

workshop 2 - 3D Computer Animation Workshops

3D Computer Animation and special effects are used in most computer/video games and Hollywood movies nowadays. This 2-week workshop is designed to give high school students an introduction to the concepts and the process of creating a 3D computer animation. Each student will create his/her own 3D Animation.

Session One
June 18, 2001

Session Two
July 2, 2001

Session Three
July 16, 2001

Session Four
July 30, 2001

Session Five
Aug. 13, 2001

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SUPER MARIO ADVANCE

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MARIO AND COMPANY TAKE GIANT STEPS IN SUPER MARIO ADVANCE FOR GAME BOY ADVANCE!

Super Mario Advance is an inspired twist on the Super Mario formula—it's two very different Mario games in one Pak! The updated Super Mario Bros. 2 is a classic platform game that features four playable characters with different abilities, vegetables that work as weapons and odd enemies, such as the egg-spawning Birdo. The revamped original Mario Bros. game includes all the fun, silly fun of the arcade game and adds a multiplayer mode for up to four players. The classic games look and play better than ever on the Game Boy Advance, with huge, detailed and crisp graphics, excellent play control and new, trickier enemy locations.



SUPER MARIO BROS. 2

In the Super Mario Bros. 2 game, you have your choice of four different characters. While you can finish most of the levels with any character, some levels are much easier when you use a

specific character. You might not know which character you need to use at first, but once you've played a level a few times, you'll figure out whose talents fit the challenges best.



MARIO

Mario is sort of a utility man in Super Mario Bros. 2. The asset formerly known as Jumpman is, oddly, the third-best jumper, so he isn't useful when there are heights to scale. Only Toad is better than Mario when it comes to running and lifting, making Mario a good choice for nearly any level and a good character to use to test a level.



This plumber doesn't need much help! Mario's well-rounded moves are good for most situations. He's not a good choice when the platformer gets a little tricky, however.



Luigi isn't fast on a level, but that's okay: success with few enemies is better! The taller Mario brother.



CHOOSING MARIO

Mamma mia! Mario's solid stats make him a good choice for many levels! His speedy walking and lifting will keep you safe from approaching enemies. Mario isn't much of a jumper, though, so you might want to recruit Peach or Luigi for levels with lots of jumping. The characters are either fast or good jumpers—never both.

LUIGI

Luigi's talents are very specialized. His low Power swing means his lifting isn't very fast—both Mario and Toad have him beaten there—and he's the slowest character to boot. But his jumping outclasses every other character in a big way, which makes him the perfect choice when there are a lot of high ledges and hard-to-reach places.



CHOOSING LUIGI

The man who put the "brothers" in Super Mario Bros. has a great vertical jump. Luigi can fly high into the air with a single charged-up boost, allowing him access to areas that are harder to reach with the other characters. His energetic jumps make him seem tougher to control than the other characters.



Luigi jumping prowess amplifies what would otherwise be quite a toughing. The taller Mario brother's legs litter on his makes his impressive jumps.

PRINCESS PEACH



The fair Princess Peach is a bit unusual. She's faster than Luigi but slower than Toad and Mario, and her lack of power means she picks things up more slowly than the others. Her jumping is second-best, but her real strength lies in her ability to float. Peach can hover for a short time—a talent that keeps her safe from all sorts of enemies and able to pass by obstacles.



Moving platforms are tough paragonists you've got Peach on your side. Her floating powers are pretty handy!



CHOOSING PRINCESS PEACH Peach floats through the air with the greatest of ease, which more than makes up for her slow running and lifting. She's a great character to use when you're exploring a new level with lots of platforms and horizontal jumps, because her floating abilities allow you a greater margin for error. You can also use her floating technique to avoid enemies on tricky ice levels.



The Princess gives new meaning to the words "your highest." Peach's strong talent for hovering gets her out of all sorts of predicaments in quite a regal fashion.

TOAD

Toad is a short little Mushroom with big skills. He's the fastest character, so choose the plucky fungus when speed counts. Toad can also pick up things like vegetables, items, and enemies faster than any other character, which is quite helpful. The mushroom-capped critter's one drawback is poor jumping—Toad's the worst jumper of the bunch.



CHOOSING TOAD Toad tears up the hills and beaches of Super Mario Bros. 2. Toad is a good choice for playing levels over again, once you know what's ahead—you don't want to rush into the unknown, after all, and you don't want to waste or dawdle when you know what's coming. Toad can pull up a vegetable with amazing speed (vegetable magnetism, perhaps?) and is the only character you should use to play chicken with a vegetable and an oncoming enemy.



Toad's speed is more noticeable if you've already tried a slower character, like Peach. Toad can't even the largest enemy faster than any other character.



Each character has something special to offer players. You can switch characters for different levels, or you can try to play the entire game with one character.



ENEMIES

There are lots of different enemies big and small in Super Mario Bros. 2. Wart, the sadistic toad who has taken over the world of dreams, is the biggest, and final, enemy. As with many enemies in Super Mario Bros. 2, vegetables are his ultimate downfall.

Fryguy's pretty hot, but the Mushroom Blocks placed strategically around the two levels Fryguy appears in are more than enough to put out his fire. Just stay out of the flaming foe's way until you have a Mushroom Block in hand, or you might get burned.



Mario Tennis fans may recognize the beguiling Birdo from the court—but don't think the darling dinosaur is on your side this time. Birdo spits eggs and sometimes fireballs from her prehistoric proboscis. You can pick the eggs up and throw them right back at her to defeat her.

Mouser has an explosive personality, and, like Birdo's, you can use his weapons against him. Wait until Mouser's bombs hit the ground, then pick them up and hurl them into Mouser's path. You have to work quickly, or you'll blow it!



The projectile-pass, Snifit, is quite an annoying adversary. Snifit shoots a damaging, heavy ball at unsuspecting players, taking a full heart away with every hit. Toss a vegetable its way, or pick it up and toss it out of your way.

ITEMS

Super Mario Bros. 2 has a jumbo-salad-bar-sized portion of freshly picked vegetables available. Mario and crew don't eat the veggies—they yank them out of the ground and hurl them at enemies. Check out the all-new, incredibly large vegetables featured in Super Mario Advance!



There's some pretty strange stuff growing around the World of Dreams—you might pluck a bomb, a potion or even an enemy right out of the ground. Potions are used to open a door to Subspace, where mushrooms and Yoshi Eggs are found.



Mushrooms are found in Subspace, which looks like a darkened mirror-image of the level. You must open a door to Subspace with a potion in the correct area, then walk through the door to pick up a mushroom. Mushrooms add an extra heart to your life meter.

MARIO BROS.

Mario and Luigi show their plumber roots in the updated Mario Bros. The two have to clear a bizarre assortment of creatures from the pipe-filled basement of a very strange building. Occasionally, coins or fireballs also pop out of the pipes, and the brothers have to collect and avoid them. Mario and Luigi's main tools are the POW Blocks located somewhere in the middle of each stage. The siblings

have to hop their enemies from below, using the springy platforms as a buffer, until the enemies are turned upside-down and can be kicked away.



Mario Bros. is based on the classic arcade game of the same name. The game is a test of a player's reflexes and decision-making skills.



Players have to use the platform as a buffer when they want to upend an enemy. Some foes take more than one hit to tip over.



Just one use of the POW Block can make the game much easier to win. You get very few POW Blocks per phase.



Later Phases are filled with obstacles and enemies, and even the quickest player can falter during the intense action!



MULTIPLAYER

Super Mario Bros. 2 is a single-player game, but Mario Bros. is multiplayer-friendly, with two multiplayer modes to choose from. The Mario Bros. Classic game is a cooperative game that lets players work together to collect coins and bash enemies. Every player participating in Mario Bros. Classic Mode needs his or her own Game Pak to play. If you've got only one Super Mario Advance Pak, try the every-man-for-himself Mario Bros. Battle Mode.




Players interested in co-op games will need multiple Super Mario Advance games and Game Boy Advance units to play the 1983 Mario Bros. Classic game.



Games who like to share need only one Super Mario Advance Pak and multiple Game Boy Advance units to play the Mario Bros. Battle game.

ADVANCE WARNING

Super Mario Advance is scheduled to be one of Game Boy Advance's launch titles—it will be available on June 11, when the Game Boy Advance is released. Gamers who remember the two games from the '80s and gamers who have never seen either of the classic Mario games alike should find plenty of platform-jumping, coin-grabbing, vegetable-hurling fun in Super Mario Advance. 



ADVANCE KNOW-HOW

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F-ZERO

building A BETTER RACER

Super NES classic F-Zero has been revamped for Game Boy Advance, and it's ready to fly when the system boots. As they say, F-Zero Maximum Velocity is a futuristic racer that flies on all cylinders and plays as great as the original game. Only a portable version is possible in this case. Game Boy Advance is the perfect action of advanced racing.

powered racing. The new F-Zero features a new machine, all new courses and a single-player action for up to four racers at once. By soaring to the top of the F-Zero Grand Prix, you can unlock more machines and courses. It's the beginning of a new era in portable racing fun.



F-Zero Maximum Velocity begins with your choice of four karts and races at 150 mph with a boost to reach the top of the course in just 40.

BACK TO THE FUTURE

It's the technology that sets the F-Zero apart from the rest of the racing world. The original F-Zero was 1990, and today's F-Zero Maximum Velocity is a true testament to the power of the Super NES.

A quarter of a century later, the F-Zero Maximum Velocity is still going strong. It's a testament to the power of the Super NES. It's a testament to the power of the Super NES. It's a testament to the power of the Super NES.

It's a testament to the power of the Super NES. It's a testament to the power of the Super NES. It's a testament to the power of the Super NES.



THE F-ZERO GRAND PRIX IS NOW 100 MPH AND MORE COMPETITIVE THAN EVER BEFORE.



WIDER IS BETTER

The Game Boy Advance system is perfectly built for *F1: Maximum Velocity*. Not only does the system's 32-bit processor make high-speed racing possible, but its wide on- and horizontal orientation make it easy

to see where you're going and to control race machines with extreme precision. By placing the L and R buttons positioned on the right-hand top-right corner of the system, you can tilt your racing machine to the left and right, which allows you to turn sharply into tight corners. With that wide field of view and precise control, it's easy to forget that you're playing a game.



The 1440 screen is 40% larger than the standard 240x160 display screen. That wider field is perfect for observing and reacting to other racers and guarding on your



CHALLENGE UP TO THREE OTHER GAME BOY ADVANCE PLAYERS AT ONCE

COMPETITION IS KEY

The authenticity of *F1: Maximum Velocity* goes far beyond realistic handling. When 2 and 4-player collisions make your heart beat faster, the single-player Grand Prix will go up against a field of computer-controlled drivers. So, while it may be a tough proposition, you'll be able to challenge or outpace up to three other Advance players at once. That's 4 players.

MULTIPLAYER COMPETITION

For the first time, you'll be able to race with up to three other players on the Game Boy Advance. Game Boy Advance Game Link Cable can help by connecting multiple consoles. If you have a Game Boy Advance Memory Card, you can play with a single console, with a single player. You can load one of the saved game tracks to the other system, so you can play with as many other kids as neighbors appear. You can compete on a track that has been unlocked on one of the Game Boy

GRAND PRIX RACING

Each Grand Prix begins with your choice of three series, each with five courses. If you win a series, you'll unlock more series. Every race is five laps around the track. You must complete each lap at a certain rank or face elimination. The elimination rank becomes higher with every lap. The top 10 competitors continue after the first lap, but only their competitors are allowed to pass the best lap and move on to the next race. That interesting field of racers ensures intense competition at the end of the race. If you place in every race, you can challenge your racing machine's ability in the tracks with other racers.



TAKE TO THE TRACKS

The three mid-levels of the *F-Zero* Multiplayer Velocity Quests are also included, covering a total of 35 tracks. Some are, in length and difficulty, comparable to the long, meandering and gnarly tracks. Others are highly technical, demanding sharp directional and magnetic traps, and a few are highly endgame, featuring pit zones, rapid launches, boost zones, gas tanks, and other special items. Jump plates also have a limited use, but you can't jump down and catch a boost. The tracks are designed to be fun, and the game's physics engine is designed to be fun. The game's physics engine is designed to be fun. The game's physics engine is designed to be fun.

DAWN SERIES



The Soma City course is one of the most difficult, featuring a large pit area and a lot of jumps.



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KNIGHT SERIES



Many of the shortest courses in the Dawn Series feature wide tracks, but this one is an exception.



Many of the shortest courses in the Dawn Series feature wide tracks, but this one is an exception.



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DISHOJ SERIES



A Black City course is one of the most difficult, featuring a large pit area and a lot of jumps.



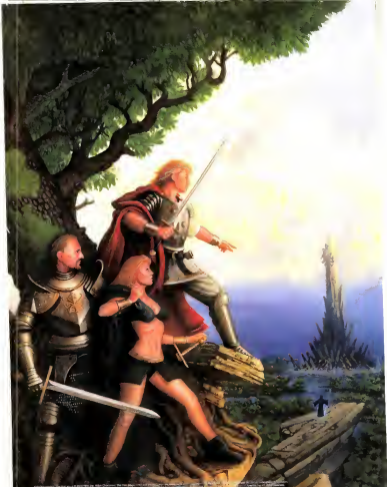
A Black City course is one of the most difficult, featuring a large pit area and a lot of jumps.



A Black City course is one of the most difficult, featuring a large pit area and a lot of jumps.

GET READY TO FACE

The futuristic, high-speed races of the Dawn series in the *F-Zero* world will be a real challenge for you. The Dawn series is one of the most difficult, featuring a large pit area and a lot of jumps. The Dawn series is one of the most difficult, featuring a large pit area and a lot of jumps. The Dawn series is one of the most difficult, featuring a large pit area and a lot of jumps.



His Body Exists In The
Mundane World.
His Spirit Resides
On A Higher Plane.



In Between Is Chaos.

In this, the first traditional RPG for Xbox, a young man embarks on a seemingly impossible journey to discover his identity and fight back destiny. Can he shake off his destiny, overcome his struggles and find that which he has dreamed about? Or will chaos keep Aiden from everything that may be rightfully his.

- Real-time 3D environments and beautifully-rendered characters.
- Unique blend of party-based adventuring and turn-based combat.
- Storyline written by Chuck D'Ally, creator of the award-winning comic *Dragon Knights*.
- Up to 12 characters to add to Aiden's party.



With a rich, cinematic story, *Aidyn Chronicles: The First Mage* is a unique blend of traditional and modern RPG elements. The game features a rich, cinematic story, a unique blend of traditional and modern RPG elements, and a rich, cinematic story. The game features a rich, cinematic story, a unique blend of traditional and modern RPG elements, and a rich, cinematic story.



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information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



TRASH CAN THERASHINGS

 WCW Backstage Assault is the latest guilty pleasure from Electronic Arts, and now we've got the codes to make your street fight a success. All cheats are entered at the main menu, and you can use them in conjunction with one another. For stamina, punch in R, L, R, L, B and then B. Your wrestler will gain increased stamina and be nearly impossible to knock out.



 If you want your wrestler to grant laughter and sore eyes tonight, input R, B, R, R and then B before a match.

BULKING UP

 The lovely ladies of the WCW arena for a rude shock when you tap in R, R, B, B, L and then L. Your feasting will cause all female wrestlers to gain extra bulking football linebackers.




SMALL PRIZES

 To cut your wrestler down to size—like two feet tall—punch R, R, L, L, left C and then left C in conjunction with the unbreakable weapons code, which is L, R, L, R, left C and then left C, the game will become much easier.



DAIKATANA™

DAI-CODE-TANA

 Having trouble with Daimona, the time-traveling ninja FPS? Well, trouble yourself no more. We've secured codes that will give you every weapon and open all the levels. The cheats are entered at the stage select screen, which is the screen that asks you to insert a Rumble Pak.



 By pressing left C, bottom C, right C, top C, Z, L, R, left C, bottom C, right C and then top C, you'll get all the weapons.



 Press top C, right C, bottom C, left C, R, L, Z, top C, right C, bottom C, and then left C to unlock every level.

ARMY MEN SARGE'S HEROES 2

CODES OF CONDUCT

 Sarge's battle against the Tans continues, and now you can join up with two new cheats for Army Men: Sarge's Heroes 2. To secure all available weaponry, type GBZK at the code input screen. To give yourself unlimited ammo for the new-found toys, use the code SLGPST.



 Having every weapon is a great way to fly through levels, especially if they're full of ammunition.



WHEEL ON OVER

 The car selection in *Rocket: Robot on Wheels* is truly inspired. But until now, you've been forced to scow through levels and find both the web-hidden cars and a set number of Tinker Tokens before you could receive the auto from a Summoning Pad. Well, no more. Start a game, pause it, and press Up, Down, Z, R, Left, Up, Down, Left, Down and then Down. You'll be able to get autos straight from the pads without having to track them down first—plus you won't need any Tinker Tokens!



 Tinker Tokens can be tough to find, so why not use a code and bypass them altogether?

CATWOMAN

FEELING CATTY?

 Want some codes that are just pure-fun? Then examine our level passwords for *Catwoman*. All codes are entered at the password screen on the main menu, and the * is a symbol on that screen. Level Saving the world has never been easier.




 Distracted by your local superhero, like the ability to weep in any level you choose.

LEVEL	PASSWORD
LEVEL 2	KBT*1
LEVEL 3	1QT**
LEVEL 4	KQYXY
LEVEL 5	1*FVQ
LEVEL 6	K*FVP
LEVEL 7	*JFV4
LEVEL 8	KJFZR
LEVEL 9	16TJV

5 Xtreme Sports in 1

SPORTING THE CHEATS

 If in-line skating, sledding and surfing sound like your idea of a good time, then *Xtreme Sports* for the GBC is your ticket to paradise. But all that excitement can make even the most experienced game player tremble, so make your life easier with a heaping portion of wacky codes. At the title screen, press Left five times, Up five times, Right five times, Down five times and then Select five times. You'll open up a Debug Menu with a number of goodies, including a sound test. We'll also teach you how to earn 400 medals on the cheap, or get to the end of a game without hitting a finger.

A SCRAPPY CHEAT

To appreciate the sound test feature, hold A and press Left, or Right to choose a song, then hit Select to listen to it. The Debug Menu also has a Scrapbook that tells you about the making of the game, and even grants you a look at some early character art.



MEDAL ME

To start the game with 400 medals, go to the sign-in booth on the island and enter your name as "axxy" (because Irate lives on the island). Enter your name the boot, you can toggle between having zero and 400 medals by holding the A button and pressing Select.



THE END

Want to also the credits and sports all together? For the coach gotates out there, make your marker "atit," using lowercase letters. Leave the sign-in booth and go to the snack shop on your left. You'll weep to the end of the game.



POWERUP GIRLS Bad Mojo Jojo

MOJO JOJO RISIN'

The chemical-X scamps from Townsville are at it again in Powerpuff Girls Bad Mojo Jojo. You can unlock a number of extras by entering the codes below at the menu called "error secrets." Some of the cheats will affect game play, while others will give you new Trading Cards that you can trade with friends. The game play cheats are toggled on and off in the "use cheats" menu.



Playing as self for one character won't give you new powers or abilities, but it sure is fun to watch the major fly around.

WARIO II

SLEEPING THE DAY AWAY

Wario is in a whole mess of trouble in Wario Land 2 for the GBC. Pirates have taken over his castle, and intend to bring him to a bad end. Normally you'd wake Wario to begin the game, but if you want to see a secret level and a new ending, just let him snooze. Level 1 will end, pirates will drop Wario in the woods outside and you'll start the game in a new area!



Sleeping on the job is usually a bad thing, but you can make an exception for the groggy Wario.

CODE

RESULT

GIRLPOWER	UNLIMITED SUPER ATTACK (PHONING THE OTHER GIRLS FOR HELP)
BOOGIEMAN	PLAY AS BUBBLES
BRUCCOLOID	PLAY AS THE MAYOR OF TOWNSVILLE
EBWORLD	UNLOCK THE ROWDYRUFF BOYS TRADING CARD
ROACHCOACH	UNLOCK THE ROACH COACH TRADING CARD
SEUSA	UNLOCK THE SEUSA TRADING CARD
TOWNSVILLE	UNLOCK THE UTONIUM CHATEAU TRADING CARD



GOLDENEYE

EYES ON THE CHEATS

Hello once again readers. Code Cop here, and I'm tickled pink to report that I've started receiving mail of my very own. Seems that when gamers want to know if a rumor is true or false, they come to Classified Info first. Feel free to send me your code questions—it keeps me off the mean streets. That aside, we do have one order of business to take care of: Readers have been wondering about the building on the far side of the lake in the dam level of GoldenEye 007. What does it do? Why is it there? Can you get to it? Well, the answers are "nothing," "just because" and "no." The building looks tempting, but you'd have better luck getting jaws to chew tin foil than you would getting over there. Code Cop, over and out.



CODE COP

ICON KEY:



WINBACK

COVERT OPERATIONS

ONE-HIT WONDERS

W Remember Winback Covert Operations? We've recently discovered that it contains a secret game play mode that lets you can eliminate enemies with one shot. Be careful, however, because they can take you out with a single bullet, too. To use the code, go to the main title screen. Before the demo mode starts, quickly press left C, right C, left C, right C, top C, bottom C, top C and bottom C. Then hold L and press Start. You will hear a gunshot if you do it correctly. The Sudden Death Mode will be opened as an option in the main menu—and best of all, the game saves your information, so you have to enter the code only once.

HIT ME BABY, JUST ONE TIME

Sudden Death Mode should be accepted only by players who are either too brave or too foolishly to know better. Expect to spend most of your time cradled behind a box and whimpering softly.



X-MEN

MUTANT WARS

MORE MUTANT MAYHEM

We wrap up this month's code-fest with passwords for X-Men: Mutant Wars for the GBC. Use the little delights to open all the levels and help Wolverine, Storm and all the rest save the world from the evils of Magneto and his cyborg army.



Y! No girls will die tonight without the requisite growling (aww, which level 2 of X-Men).



Y! Hit 'em in the warrens, pack 'em in the jaw. Skagit out with cyborgs, rah, rah, rah!

TONY HAWK'S PRO SKATER 2

MAN OVER BOARD

When we heard the joyous news that Tony Hawk's Pro Skater 2 was coming to the N64, we felt like celebrating. And what better way to rejoice than by giving out a code for its little brother, Tony Hawk's Pro Skater 2 for the Game Boy Color? If Tony is your bag, head for the Password screen and punch in the code VTPMPS888VVV. You'll start the game with every available park, the trucked-out Falcon Board at your disposal and a whole bunch of cash.



Cash is good. Sick boards are great. Wide-open skate parks take the cake.

LEVEL	PASSWORD
LEVEL 2	DKNG4HWB
LEVEL 3	0LNG6HXD
LEVEL 4	0LNF7HYF
LEVEL 5	0KPF7HZG
LEVEL 6	1KPF7HDD
LEVEL 7	1KPD7H19
LEVEL 8	1KPF7J2C
LEVEL 9	1KPF7J3L

SEND CODES TO:
 NINTENDO POWER
 CLASSIFIED INFORMATION #27
 P.O. BOX 97033
 REDMOND, WA
 98073-8733

DRAGON WARRIOR III



The Way of the Warrior

CLASSIC RPG ACTION RETURNS

Eric's *Dragon Warrior* has always been regarded as the series that started the RPG genre. Thanks to the talented design duo of Yuji Horii and Akira Toriyama—the man responsible for *Dragonball Z*—many gamers consider *Dragon Warrior III* to be the best of the bunch. And since the new Game Boy Color rendition of *DW III* has been adapted from the Super Famicom version, even players who know the NES game by heart will find uncharted areas in every turn. Join us for a peek at our hero's journal and keep reading for an exclusive interview with Yuji Horii himself!



I imagine you are very popular.



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RAYMAN ADVANCE

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Ubi Soft's detailed Game Boy Advance reproduction of the original Rayman looks like a miniature masterpiece.

Pretty as a Picture

Rayman's surreal escapades have been featured on many different platforms through the years, but the game's strange beauty seems surprisingly fresh on the small screen of the Game Boy Advance. The GBA version is a near-perfect re-creation of the PSX title that splashed a new coat of paint on the 3-D

platformer genre a few years back. Nearly anything seems possible in Rayman's world, a multilevel mishmash of bizarre bad guys and offensive obstacles. Tread through the clouds, along music bars or across giant desserts, but don't mistake the fantastic footholds for firm ground—it will take speed and skill to rescue the Great Peetoon.



Character Sketches

Many gamers will remember the strange circumstances surrounding the disappearance of the Great Protoon, but Rayman newbies may require a bit of background. Rayman hails from a peaceful land held in harmony by the Great Protoon, an enigmatic being who attracts equally enigmatic Electoons. While the science supporting their symbiosis seems suspect, suffice it to say that said amalgamation supports life as Rayman knows it. The fact that the benevolent beings are also beloved makes it even more difficult to describe what has happened. Are you sitting down? Someone has

kidnapped the Great Protoon! As a result, bad beings have imprisoned errant Electoons in all manner of unlikely places. We have to jump to conclusions before all the facts are in, but the most likely suspect in the game is Mr. Dark, a shadowy figure who peers down from his perch through high-powered binoculars. He has reason to be paranoid. Though Mr. Dark delivered a defeat to Betilla the Fairy during her arduous attempt to guard the

great one, another hero has taken up the cause of justice: Captain Marvel! Just joking—it's Rayman! The fearless wanderer must wander through the chaotic countryside—leaping from ledge to ledge, vine to vine, sundae to sundae—in an effort to emancipate Electoons and track down their captured counterpart.

Multitudes of maltempered

miscreants mean to mess with the man, but the courageous creature can conquer the creeps through a combination of ballistic bounding, ferocious flounders and miscellaneous moves. He'll also look to courageous combatants for a heap of help along the way.



An Electoon is like an electron, except that one is a negatively charged particle and the other is a small creature imprisoned in a cage.

Canvas the Area

The abstract story line works only when paired with a kaleidoscopic game environment. Lush landscapes drip with color and texture in Rayman Advance, showcasing the GBA's impressive graphics palette. The music bars in Band Land, for example, are convincingly metallic and tubular—so when the slippery physics are added to the equation, the result is total emission in the action. Two scrolling layers of watercolor-style backgrounds also provide an atmospheric complement to the sharp animation in the foreground. It's too bad you won't have time to sigh twice while you play the game.



Performance Art

reamlike visuals belie the nuts-and-bolts reality of the game—it can be grueling at times. At its heart, the game is an unforgiving, old-school platformer that demands plenty of trial and error. If you're up to the challenge, though, you'll be in for hours of fun. The game comprises 60 short levels spread over six distinct worlds. You can move between worlds and save your progress on an over-

world screen that also displays the number of Elections you've saved. You must sadly complete one world before you'll be allowed to progress to the next one. The many-tiered levels are filled with surprises and hidden items, so you may not always find what you're looking for your first time through. In some cases, you'll need to learn a new ability in a later world before you'll be able to reach certain items. At the start of the game, Rayman can perform basic moves such as jumping and climbing, and eventually he'll be able to execute spectacular helicopter maneuvers or grab distant items with his detached hands. The Telescopic Fist is the first and most important power you'll acquire: You'll need it to eliminate enemies like Anticoons, mean-spirited monsters that pop up where you least want them to be. Other enemies may fire projectiles at you, or just head-butt you over the edge of a platform.



Wind-up and let loose with your Telescopic Fist. You'll launch it to attack enemies like a projectile at distant enemies.



Whether magic power loops playman's feet and hands suspended in mid-air, also allows him to hang from platforms.



You can use the Super Helicopter to glide when razor-sharp walls and floors leave you nowhere to stand. It allows you to hover and fly.



Most of the levels are crawling with Anticoons, Election-like enemies that cause damage when they touch you.



Rayman Advisor wouldn't be a platformer with out a boss here and there. Big enemies like Mecha's appear in the last levels of each world.



The various worlds are also full of wily/helpful friends—and sometimes former enemies who become friends.



Helpful characters sometimes give you level-specific power-ups, such as seeds that grow into flower platforms.

Restoration Project

Rayman Advance is the perfect name for the newest installment of Ubi Soft's flagship franchise, but it's also tinged with irony: While an amazing technical accomplishment for a handheld game, it's also a carbon copy of the title that started the franchise in the first place. It's the third game in the series made for a Nintendo system, and one of the earlier games is actually a sequel to the original game. Did you get all that?



Rayman 2: The Great Escape for the N64 was the first Rayman game to appear on any Nintendo system, and it was actually a 3-D sequel to the original 2-D title.



Rayman for GBC was an enjoyable game, but the limitations of the system didn't do justice to the game's surreal environments.



Thanks to its imaginative graphics and stellar game play, the original Rayman was a popular title for the 32-bit PSX.



Everything that's old is new again: Rayman Advance is just like the PSX Rayman, except that you can play it on the bus.

The Finished Piece

Look for Rayman Advance on the shelves when Nintendo launches Game Boy Advance next month. Nintendo Power will offer a complete strategy guide for the game in our new magazine devoted to Game Boy Advance: Nintendo Power Advance. Check out a copy this summer so you won't be left hanging out on a limb—even though Rayman doesn't have any.





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ESRB Rating System
Entertainment Software Rating System

Early Childhood	Everyone
Teen	Mature
Adults Only	Rating Pending

THE LEGEND OF ZELDA

ORACLE OF

SEASONS™



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Two stories, two lands of mystery and magic, and more than 16 challenging dungeons await you when Game Boy Color instant classics *The Legend of Zelda: Oracle of Seasons* and *Oracle of Ages* are released simultaneously in May. Let the adventures begin!

THE LEGEND OF ZELDA

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AGES™



Double Your Pleasure

Developed by Capcom and produced by Nintendo, *Oracle of Seasons* and *Oracle of Ages* are two stand-alone games that can be played as sequels to each other with the use of a unique password system. This month, we focus on *Oracle of Seasons* and introduce *Oracle of Ages*. In next month's follow-up, we'll focus on *Oracle of Ages*.

The Legend of Zelda: Oracle of Seasons



In the power that dominates this month's coverage, you will guide Hyrule's great Link through the land of Termina in search of the power to change the seasons.

The Legend of Zelda: Oracle of Ages



Put and present collide when courageous Veran changes the history of Termina. You'll take Link from the present to the past and back again with the Holy of Ages.

Oracle of Seasons

Spring, Summer, Autumn and Winter flow through the years in a natural cycle. When evil forces disrupt that cycle and the Oracle of Seasons disappears, you must fight to restore order.

Wilted Celebration



The story begins during a celebration in the land of Holodrum, where Din, a farmer, and his friends enjoy a great old party. The party is cut short when his sheep-ears and the weather begins to change.

Power of the Seasons



So it starts that Din is a farmer—the Oracle of Seasons—and that evil General Ocarina appeared for destruction. With the seasons changing quickly and randomly, you must seek out the seasons-changing Rod of Seasons.



The Land of Holodrum



NOT SHOWN: WORLD MAP

Horon Village

Horon Village is the central hub of *Hokodrum*. Your adventures begin there, and you'll return to it many times. The villagers offer aid, the staff help out, and

Horon Village Shop



At first, the items available in the shop are limited to skulls, bones and horns. When you return to the shop with the Member's Card, you'll find a variety of new items.



Hokodrum Historian



The historian in the southeast corner of Horon Village knows much about the land. When you chat with him in his studies, he will give you a special book—the *Chronicles*.



Bipin and Blessan



A farming couple in Horon have recently welcomed the arrival of their newest son. Top the son inherits the spirit of the boy over the span of both games.



Sakru



A traveling musician offers advice in and around Horon Village. He is well-versed in the ways of the land. Listen to him carefully.



The Mystical Power of Rings



As you explore Hokodrum and the underground world of Subruin, you'll find and purchase a collection of Magic Rings. When you take them to Ven, the Horon Village priestess, he will appraise them for you and reveal their power.



A World Full of Character

Advice and information flow freely from the people of Hokodrum and Subruin. Some will offer items in exchange for other items.

Maple



Maple, the witch, lives rock-a-billy over the land. If she catches with you, her advice and your flames will mix, mingle and scintillate every which way.



Item Exchange



Starting with your acquisition of the Genesis from the historian, you'll encounter a chain of characters who will offer you items in exchange for another. The chain ends with information about how to find a powerful weapon.



The Hero's Cave

You won't go far without a weapon to fight off Goro's minions. Travel west from Blosson Village to the Hero's Cave. There, you'll find a sturdy Wooden Sword.

Work for Your Weapon



The Hero's Cave features a collection of classic legend of Zelda traps and mechanics. Not to panic, but do not let switches tempt you to a key and avoid Bones and Gels. In the last chamber, you'll find the Wooden Sword.



Guarded Root Dungeon

With the Wooden Sword in hand, you'll be ready to brave the first dungeon, home to a ferocious beast and the first of eight Essences of Nature.

Get the Key from the Tree



The **Moblin Tree**, located on the eastern edge of **Meru Village**, dispensens information and history about the local dungeon. It also provides you with the **Guarded Key**—the key that you need to open the Guarded Root Dungeon.

1. Insider Advice



One room north of the dungeon opening, you'll find an old man who has something to say. He'll tell you that you should light and it tends to be trigger events. When you acquire **Ember Seeds**, you'll be able to do just that.



2. Clear a Room, Get a Key



In the room that has two sets of Statues, you can earn a key by defeating all your enemies. You'll be back to the room later when you have the **Seed of Stability** and several **Smash Lightning Ember Seeds**.

3. Know Where You're Going



After you dispatch a group of Statues in the chamber west of the entrance, you'll enter the room. From there, go north, into a maze that to the west will lead a **Golden Seed**. You can plant the seed in a patch of earth in the room west.

4. Get Direction



After you first gain this, walk up a bit of dirt. You'll find a **High Platform** where you'll find a **moblin**, which is a **Inventory Chest**. In the chest is a **compass** that shows the direction of the track and also the chest to discover the compass.

5. Collect a Key



After you touch the track, you'll be able to walk the cart to a new location. Once there, open a **Inventory Chest** to collect **Ember Seeds**, then go east to find a key.



6. Blast and Battle



Use a bomb to blast through a weak section of the north wall, then advance through a room of traps to the **okunabe moblin**—two strong Moblins. Avoid the Moblins' **Thunderroar** and hit them with your powerup **up sword**.



After you survive the moblin battle, you'll discover a **Forest** that leads to a **Seed of Stability** and a collection of 20 **Ember Seeds**. You can use the **Seed of Stability** to plant **Ember Seeds** and also light **Ember Seeds**—the key to opening some traps.

8. More Moblins



The Moblins that you will battle for the **Basic Key** are considerably less powerful than the moblins. Take them out quickly and collect the key.

Acquaintances



The aligned traps that will fight you for the **Seed of Stability** of **Nature** fires shots in three directions at once and will occasionally change its aim. Power up your sword and swing to hit you have a clear shot at the dragon's head.

Sink into Sobrosta

The Temple of Seasons is in the underground world of Sobrosta. That's where you'll find both the power to change seasons and a population of cloaked creatures.

Follow the Sky Sabrasine



After you have done a pair of stacking puzzles on the eastern edge of Haze Village, you'll encounter the whimsical Sabrasine. Even if you can't follow her without being seen, she'll lead you to the first Sabrosta mine.



Boomerang Boogie



The traditional dance of Sabrosta has lost its magic since water left, mays dried and pump. When you master these puzzles in the Sabrosta Dance Hall, you'll win the boomerang. If you continue to dance, you'll win more prizes.

Retrieve the Red of Seasons



Enter the western Temple of Seasons to get the powerful Red of Seasons from the temple spirits. Then go to the lower of Water to sit a switch with your Boomerang to gain access to the power of winter.



Change Seasons

When the Red of Seasons is enchanted with the power of all four seasons, you will be able to cycle through the natural changes of the weather.

Stood on the Tree Stumps to Change the Seasons



When you jump onto a stump in the Woods of Winter and wave the Red of Seasons, a pond will freeze over. Walk onto the ice and cross the frozen pond to continue your adventure.

Unusual Entrance



The tower with the broken door in the Woods of Winter holds the chain. Find a strong nearby and use the rod to bring in winter again. The resulting onslaught will give you access, through the chain, to the blood.

Seed Power

In addition to Amber Seeds, there are four more seed varieties. You can find them by healing bushes, defeating enemies, and completing a lot of things.

Search Trees for Seeds



Six different trees in green fields produce a total of five varieties of seeds. You can collect the seeds only one swing at a time. The trees are very locations for when you use the Seeds.

Collect Five Seed Types



Red Seeds create fire—good for lighting enemies, lighting torches, and burning away blocking toplogs.



You can use Secret Seeds to attract and to attack some enemies.



Purple Seeds will let you run faster for a short time.



Mystery Seeds have no set effect, but a secret algorithm that will create.



Use Red Seeds outside to create a chain that will carry you away.

Snake's Remains

Pack of all-terrain enemies and sliding traps, Snake's Remains is a dangerous collection of rooms and chambers. You'll find it deep in the Woods of Winter.

1. Enter Fighting



After you fight the creature in the entrance area with Ember Seeds, go west, five north. You'll enter a room full of Snake Snaps. Defeat them off to earn the first key.

2. Collect the Compass



More Snake Snaps attack in room 07. After you defeat them, find the one block on the right side of the room that is not aligned with the others and push it to reveal the compass.

3. Pick up Power



By pushing the Horizontal Bed into the holes in CS, you'll gain access to B3. Defeat the Moblins on the other side of the river with your sword or bow to procure the Power Bracelet.

4. Push and Destroy



While using the Power Bracelet, you can push the blue rocks in C7 out of the way and go around the outside to A1. In A1, you'll enter a key if you can destroy the blocking bricks quickly.

5. Powerful Smile



The weakness of Snake's Remains is a smiling face on the floor that spins the walls. You can eliminate that smile with explosives. When the face appears, drop bombs between its eyes.

6. Timing is Key



The path to the Brass Key is blocked with a maze of red sliding platforms from F3. Since you can't pass, you must wait for the platforms to open to you.



7. Blast Your Way to the Top



With a well-placed bomb, you can break through a set of weak bricks in F6 and enter a tunnel that leads to the reinforcement tip of the dungeon. The weakness is only a few rooms away.

8. Turnstile Trouble



The behavior of the turnstile in room 03 is determined by your actions in the adjacent rooms. Try to approach it from different angles for different results.

Dodging



The final battle pits you against a Dodongo. The only way to damage the beast is to toss it into the spiked pit in the middle of the room. If you can get it to eat a bomb, the resulting explosion will stun the beast. That's your cue to pick it up.

Ride Ricky

ACG

Over the course of your adventure, you'll encounter three pets. The bouncing, boating, kangaroo-like Ricky is in Spool Swamp. Take him for a ride.



Box with Glove



A teddy named Glove has Ricky's glove. You'll find him in section B1 of the Hole-drum map. He'll fight you for 20 Papers. When you win, you'll get the glove.

Hop, Skip and a Punch



Climb into Ricky's pouch and ride with him through the swamp. He can jump over single holes and to the top of short cliffs. He also packs a powerful punch.

Summer in Subrosia

You'll need the power of summer to enter the Poison Moth's Lair. Use Ricky to seek out a new strip to Subrosia and the Tower of Summer.

Open the Floodgates



Water blocks your way to the southwestern part of Spool Swamp. Find the floodgate in area C7 on the map and get six keys. Then take a nearby tunnel to the west and unlock the gates to let the water flow.

Search for Summer



Subrosia Escobar has a key that will unlock the Tower of Summer. When you drop into Subrosia, dig up a piece of star-shaped ore on the beach and trade it to the market for a key. Give the key to Escobar. She'll follow you anywhere.

Poison Moth's Lair

When you have the power of summer, return to Spool Swamp and change the season to summer in section A8. Then climb a vine to the dungeon.

1. Push Pots, Get a Key



Rowen E7 is guarded with blocks and pots. After you defeat the Wall Masher in the room, push a pot from the west side of the room to the ceiling. That'll hold the gate open. Continue on to rowen D6 and collect the dangerous first key.

2. Moko Your Way to the Mop



Stairs in E6 lead to E4. Go north from E4, pushing blocks and bouncing through a maze's walls, to reach E2 and the Swamper Map. With the map in hand, you'll be ready to explore the rest of the dungeon.

3. Push and Fed the Feather



The door in D4 will open when you arrange the statues on the south end of the room to match the pattern on the north wall. When that's done, feed Rocky Feather in A2.



4. Compass Quest



Jump to the west side of A4 with Bar's Feather. Fall to the raised platform in A7 and go through it to reach B5. Jump onto the transpome in that room to bounce up to B1, where you'll find the compass.

5. Push with Power



Once you have the compass, drop from D1 to B5, push the brick at the end because up to the west side of B1. From there, you can just push the blue blocks in C1 out of the way while avoiding the spikes.

6. Push, Jump and Fly



After you take the stairs from D1 to B5, push the transpome in the room so that it rests on the marked spot. Jump onto the transpome and bounce up to the east side of D1 where you'll find a key.

7. Don't Hit the Switch



If you walk over the switch in B4, the floor will collapse. Support the arch to let the switch sink. Instead, use Bar's Feather to jump over it and move on to collect the Gasha Seed in D7.

8. Deploy the Bombs



The chest that you find the mushrooms are located in a key on the top of the water. Fall down out of the water and throw bombs onto the floor, then slash them with your sword.

9. Up and Over



Take the stairs from C1 to the upper platform of C4. Go west to A4 and jump into the hole in the northwest corner of the room. You'll land in room A8, close to a quest-staking trap.

Push for the Key



The Stone Key is a treasure chest located on the east side of a line of blocks and a long gap. Push the red block from the top into the gap and jump to the key.

Method



The border of the air is a great path. Leap to the platform on the east of the room, slide the north block into the gap and connect with your sword while it acts. If you fall, bounce back and try!

Learn to Swim

After you survive the third dungeon, you'll be off to the Sunken City. There, you'll find a new pet.

Get Wet



With Riky's help, you can hop to the east and enter the Sunken City. Riky will leave, but you'll be able to jump to shallow water using Bar's Feather. Go east to collect Celo Seeds, then go west to meet the Doolagh, Doolah.



Feed the Flippers



Riding on Budo's back, you can explore all of the Sunken City area. Two small blue fish statues, three of which can be moved. Hit all four at once to start the Master's Pledge. Take that to the water diver to get Zoro's Flippers.

Sink and Swim



Once you have the Flippers, you can explore all of the waterways in Mabeon and dive to find water without getting caught. One passage, in the west part of the city, leads to Mr. Gasha.

Climb and Wep



Mr. Gasha is a maze of caves and vertical climbs. You'll find several life-restoring plants to explore and a way to Submerge in the southwest. Climb to the top of a cliff, then jump into the wazy hole above.

Feather Floss



Not long after you appear to Submerge, a pair of hooded creatures will steal your Feather. Follow them, but make sure that they can't see you. When they bury the feather, you can dig it up and go on your way again.

Bring on Spring

When you approach Subrosia from Mt. Cucco, you'll acquire the power of spring and march one step closer to the fourth dungeon.

Go Underground and Spring Forth



You'll find stairs to a tunnel east of your most recent arrival point in Subrosia. Take the tunnel to the Tower of Spring and tap the Rod of Seasons with the power to change the weather again.

Explore New Areas with Flowers in Bloom



With the power of spring in your possession, you'll be able to make use of Secret Passages and two rapid-blocking ledges that block off today's flow, but you can cut away the barrier power of Mt. Cucco.

Meet Moosh

While exploring Mt. Cucco, you'll befriend Moosh, a winged bear with a ground-shaking attack. If you help him, he'll help you.

The Way to a Bear's Heart...



Like most bears, Moosh is pretty fairly hungry. He needs you to bring him flowers to get away from a hole to the top of a tower. There, you'll find a basket for the bear.

Fly Fast for the Key



With Moosh at your heels, you'll be able to reach the Dragon Key Press the A Button quickly and repeatedly to fly over the holes and get a closer to the key. The Dragon Key opens the fourth dungeon.

Dancing Dragon Dungeon

The fourth dungeon is the largest and most challenging battle exercise yet. You must use all of your adventuring skills to survive.

A Trip to the Tower



Once you have the key, search for the keyhole in the upper reaches of the mountain. Flying the robot for a snowfall? No, you climb upward by foot with the help of a bird.

Stop the Flow



The dungeon entrance is behind a waterfall. When you see the Dragon Key, the water will stop. Return to the entrance, locate the entrance and climb a vine into the dungeon.

1. Pot Lock



When you arrive in room G2, you'll find nine pots and eight switches. Grab a side pot and the center pot, and slide the others into switches. Hit the last switch to get a key.

2. Move to the Map



When you return to the entry cart for the next level and take a detour to A3. Move the stones to open this door, and follow the path to D2. Now it's time to use the Gargoyles Map there.



3. Key Collection



When you enter the cave in A7, you'll encounter a screen of disappointing blocks, and finally arrange in E7. Light a torch there to find your way to a key.

5. Take Long Leaps



Use a Progression Seed and Reel's Feather to jump across the wide river in F1 and E1, then follow the path to G5 and collect yet another key.

7. Run for the Prize



After you've worked your way down to room C9, push the rock's one statue over the wall and use the speed of a Progression Seed to run to the Slingshot as the floor collapses.

9. Trick Track Manipulation



Ride a mine cart from C8 to D8 by hitting the switches in G8 with seeds from your Slingshot. Move on to E7 and dive into the water for the Bone Key.

4. Take a Dip



Return to the entrance and go east to E4, where you'll get the compass. Then, go to D2, ride a mine cart to G1 and dive into the water to retrieve a key.

6. Light Fight



The enemies are a pile of slippery eels. They are vulnerable only when both torches are lit. Light them at the same time and swing at the eel that who casts a shadow.

8. Roll and Fire



With the Slingshot in hand, you can get a key in G5. Ride through the maze on a mine cart and light all three torches with another Slingshot. The key will appear.

10. Switch and Go



Return to C8 and hit the switch in the southeast corner. Ride the mine cart to D8 and take the stairs. In D7, dive to A2. You're getting close!

11. Bridge to the Boss



The gap in A12 is too wide to jump, but your Slingshot is light the torches with Timber Seeds. A bridge will span the gap.



Complete



The dungeon leader is a credible creature with one huge claw. Take swipes at the claw with your sword. When the claw is gone, switch to your Slingshot and fire for the eye of the creature where it is open.

Complete the Cycle

With one more visit to the Temple of Seasons, you will earn the power of the final season—autumn. The rod will be complete!

Love Lake Survival



A stop at room J12 of the Holofren map will take you to the Subrosian Love Lake. Go south from there, jump across the lava and pull up an explosive Bomb Flower.

Blast a Boulder



When you take the Bomb Flower to the Tower of Agony, a helpful Subrosian will plant the explosive on a boulder and blast the block on top.



Oracle of Ages

An evil sorceress who can control time has changed the history of the land of Labrynna. It's up to you to follow her into Labrynnah past and reverse that unalterable magical wrong.

Forest Serenade



The story begins in the woods of Labrynna, where Nayru witnesses her friends. All is well, but not for long. An evil force has followed you into the woods.



Times Change



When Verin, a power-hungry sorceress, appears on the scene, you discover that the sorcery is also a curse—the Oracle of Ages—used that Verin plans to use the magic's power of time travel to control the land.

Old Story, New Ending



In changing the history of Labrynna, Verin has eliminated the wise, old Moko tree by destroying it in its infancy at the 488 years in the past. For your first act of heroism, you must save the tree and give it the chance to grow. Get a sword from Verin and go south, then west to the town.

Times Change

Verin has taken Labrynna by storm, kidnapped Nayru and disappeared into the past. The changes in the past that she has made are starting to affect the present.

The Vanishing Tree



The present changes to reflect the changes in the past. When you go to the Moko Tree, via Lyonea City, you will see the tree for a moment before it disappears. You must find a way to bring it back.

Tumble Through Time



Traveling back in time the site of the Moko Tree's disappearance, you'll find a village in the past. When you step into the vortex, you'll travel 488 years into Labrynna's history. Go south from there to find the Dark Tower.

Explore the Tower



While exploring the Dark Tower, you'll learn about the situation that Verin has already taken by control both the past and the present. You'll also learn a shield that you can use to clear away blocking fire.

Move Earth



The Moko Tree is going to be danger. You must move your way along the Moko Path to save it. Use the shield to dig your way into a cave that leads to the path.

Clear a Path



Not far along the Moka Path, you'll enter a room with a narrow ledge that extends over a large pit. Push blocks into the pit to clear the way to a switch. When you hit the switch, a box will appear.

A Whole Lot of Blocks



You'll find a switch surrounded by a complex pattern of blocks in a locked room. By pushing three of the blocks out of the way, you will be able to reach the switch and open the door. The opening is not big.

Save the Tree



A pair of Pig Warriors descend on the Moka Tree again. By defeating the monster, you will realize, for the first time, that the Moka Tree will grow. Go north and travel back to the present.



MAP OF THE MOKA TREE



A Gift from the Tree



When you reach the present, return to the Moka Tree. You'll see that the tree is safe and fully grown. As a reward for saving her, she will give you a Small Sketch and 25 Rubber Seeds.

Spirit's Grave

You can lend the effort to save the oracle and stop Worm by collecting the eight Essences of Time. That quest begins in Spirit's Grave.

Go to the Graveyard



The Spirit's Grave dungeon starts in the graveyard, east of Lemon City. Use Ember Seeds to burn your way into an underground chamber in the Fall Graveyard. When you light the torches in the chamber, a gate will drop.

Open Doors, Light Fires



From the entrance of Spirit's Grave, go east to room D7, defeat the enemies to open the door, then go to D3. When you reach the rolling block, use the ball with the blue side up. Four Fires will ignite and the door will open.

2. Know Your Way Around



The Orange Map and compass are both clues. You can get the map by climbing up the stairs in D6 to the round platform in D7, and you can get the compass by advancing north to D8.



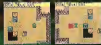
SPRIT'S GRAVE

3. Grab the Magic Ring



After you collect the compass in D5, take an Ember Seed off the banner on the east wall of the room. The banner will turn over to reveal a path to C5. There, you will find a Magic Ring that you can take to West-Javelin.

4. Spar with a Spirit



To escape E8 and go through the room to E5, you'll face off with a ghostlike creature. By defeating the creature with your sword, you'll receive a key and access to O6, through O5. The hallway is not too scary.

5. Key Accumulation



Keys are easy to come by in the middle of the dungeons. When you enter D4, push the first block that you see to gain access to a key in the room's corner.

7. Get a Gesho Seed



When you hit the switch in the northwest corner of C3, a Gesho Seed will appear. Access to the northwest corner of the room and hop onto the moving platform to exit.

9. Pick up Power



The Power Bracelet is in a tunnel. Go to the east side of A6 and light the two torches with Ember Seeds. A staircase that leads to the bracelet will appear.

11. To the Boss or Best



Grant Coins



The leader of the dungeon is a ghost that wears a crown for a head. After you hit it 5 or 6 times, the creature will fall to the ground. Pick up the pearls and toss it at the ghost or at skitters across the floor.

Fairies' Woods

With the strength of the Power Bracelet, you can open new passages, including the path to Fairies' Woods, west of Lyraia City.

Forest Fairies



Move a blocking rock out of the way on the east side of Lyraia City, enter the accessible Fairies' Woods and search for a tale of lumpy apples.

Catch Them If You Can



Defeat the fairies will help you; they want to play a game. They'll scatter in the woods and challenge you to find them in a maze of scrambled apples before time runs out.

Dungeon Collapse



You'll find a dungeon shortly after you leave the fairies. When you try to enter the dungeon, it will collapse. You must go back in time and enter the dungeon while it is still intact.



The Harp of Ages

Since events in the present are linked to new events in the past, you must chase Veran across time. The Harp of Ages will allow you to do that.

Search the Home of the Oracle



Use 11 red bricks in Nayru's home, northeast of Lyone City. Walk to the altar, then push a statue out of the way to reveal a passage. When you explore that passage, you will find the Harp of Ages.

Take Control over Time



When you use a design on the ground like the existing outside of Nayru's home, play the harp. The design will turn into a warp that will carry you to another time. Use time travel to solve puzzles.



More Adventure to Come

Since this issue's Legend of Zelda strategy review has focused more on Oracle of Seasons than Oracle of Ages, we'll shift the focus to the latter for next issue's follow-up. They're two separate adventures, but they are linked by a password system. Finish one game, then play the second game as a sequel to the first. Our ongoing coverage will help you do just that! ♣



Save the centaurs, heal the barbarians, rescue the fairies—it's all in a day's work for Xena. Courtesy of Titus, the famous Warrior Princess comes to life in a new adventure for the Game Boy Color, and she's as impressive as ever.

XENA

WARRIOR PRINCESS

A Guided Journey

With a sword in one hand and a Shikram in the other, you will guide the Warrior Princess as she battles mystical creatures, navigates perilous terrain and solves mystifying puzzles—all while being fed lots of confusing information from a multitude of characters. If all that sounds overwhelming, Nintendo Power's maps and tips that will make your adventure a little bit easier.

Dynamic Duo



You won't have to go through withdrawal after completing Xena's quest. Hercules will come in strong with the Game Boy Color in his own adventure developed by Titus. After all, he couldn't stand to be overshadowed by a barbarian.

Making a Connection



If you manage to find the hidden link in both Hercules and Xena, you'll be able to make connections between the two titles via the internet link. Since each warrior has unique abilities, you'll be able to explore new facets of each quest when you link them.



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Not-So-Sweet Dreams

Kona is a dreamer, but not the kind who imagines pretty visions of the future. Instead, she unconsciously conjures a nightmare world of fantastic horrors. As the game begins, Salomonov informs Kona that she is in the midst of a vivid dream, set in Morpheus' kingdom of Psychosis. He instructs her to find a sword in the Bear's Territory.



Wood Whacker



Kona isn't much of a warrior without a sword. As soon as the game starts, take an immediate left into the Bear's Territory and head to the southwest corner to collect the vital weapons. Once you're properly equipped, you'll be able to slash through obstacles and uncover treasures. Note that you must have five diamonds to own a gun.

Great Forest

Floating near the entrance of the forest is a helpless fairy. You'll learn that he is searching for some assistance. After chatting with the fairy, track down the magic gloves and, if you still need to gather honey for the bear, follow the road west to the bushes.

Juking Joxer



After you've gained access to the forest, they will entrust you to watch the Lynx from Joxer. You must climb his around a tree at the north end of the forest.

The Magic Touch



Kona cannot get through the maze without the magic gloves. They can be found in the large, solitary tree near the southeast corner of the woods. Strike the tree a couple of times to uncover the gloves.

Bear Blockade



The only way to get past the bear road into the Palace's Retreat is to collect a bunch of honey from the bear-like clearing. Head north to the Great Forest and follow the path west to reach the bushes.

Keys to Survival



Diamond



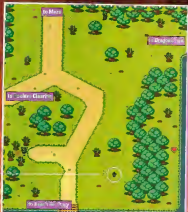
Heart



Multiple Diamonds



Extra Time





Fates' Retreat

The Fates are willing to alter the events of the past and lift their curse from the continent if you recover their Lyrer of Green. Go back to the Great Forest and catch Jozzer, who is dressed in green and looks like Robin Hood. Don't forget to take the Shikrum before leaving the Fates' Retreat.

The Maze

With the help of the handy bird's-eye view of the entire landscape, you should be able to find your way in and out of the maze. There are multiple diamonds hidden throughout the labyrinth, as well as the important salamander-skin boots.

Heave-Ho



As it seems isn't half enough, she's about to get a serious muscular workout. Slip on the magic gloves to move the heavy rocks. Notice that she can push and pull them.

Fancy Footwear



Find the fire-colored salamander-skin boots in the southeast corner of the maze. You'll need the cool shoes to walk through the volcanoes.



Fairies' Den

After you exit the maze and take the path that leads west, you'll find yourself in the Fairies' Den. Don't be alarmed if you feel a bit like Dorothy, surrounded by the Munchkins of Oz. The fairies may look a bit strange, but they are harmless and only want your help. Talk to them and gather valuable information.

A Friendly Exchange



The fairies cannot help you, but they won't talk to you unless you jump into them. Save fairies well out for diamonds before revealing secrets. You will discover that their queen is being held captive. Use your sword to wiggle the fences and collect valuable items. If you're lucky, you may even obtain an extra life.



Dime a Dozen



A look at the upper-left corner will reveal a hidden chest. Grab each coin you can. Consider the area like a good place to go if you need to save your game.



The Couch



A large couch is hidden among the mushrooms near the shop in the northeast corner. Don't leave the shop behind, because you can use it to summon a merchant cart as Regala has later in the game.



Forest of Stones

To save the fairy queen, take the opening north of the maze into the expansive Forest of Stones. You must cover every inch of the vast, green territory and wipe out all the pesky creatures before you can release Queen Lalala. Unfortunately, as soon as the queen is free, she will be abducted again and taken to the Harpies' nest. All that hard work for nothing!

Monster Mash



Move slowly and watch for several monsters around every turn. The new force strike quickly, so keep a safe distance after each strike. Be sure to exterminate all the scorpions, too.

Taking the Plunge



Ready for a wreck? In the southeast corner of the forest, a hole in the ground will drop you into a treacherous underwater shortcut to Syrup's Isle. Go there only after you've obtained maple syrup on Syrup Island.

Breakfast Anyone?



You can reach Syrup Island by crossing South Bridge near the west side of the castle's mill-logs. You will have access to the bridge later in the game.

Volcano

If you go east of the maze—you'll suddenly find yourself in the heart of the volcano. Turn left and wade toward the top. Once you reach the peak, walk around until you get sucked into the underground tunnel.

Don't Get Burned

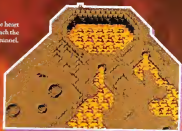


It's been said that walking across fire in a soft, ragwort-scented, marshmallow substance that can be accompanied with the right wind set. But in this case, wade things easy or yourself before dipping into the scorching lava—step on the rocky undercurrents' sides leads for justice (see).

Boulder Bash



Immediately after you enter the tunnel, press Start to receive your inventory and assign the burlap to the B-Dragon. Large boulders will clear your slow-moving ramp, so you'll need to time your jumps carefully. Don't forget about the bats hovering overhead.



Wicked Wasp



AP Are you still with the Queen, about will allow you to hit the fairy queen's throne. Stay in the corner and press for the weather line to lower herself in the ground. Let's get a rain-snap.com for more details!

Barbarian Village

The barbarians are in a state of despair, and the worst part is that they blame Xena for the mess. As it turns out, Dorphus disguised himself as the Warrior Princess and ravaged the town. You must earn back the villagers' trust by leading a helping hand. Use the shortcut to travel back and forth between the barbarian and centaur villages and collect all the diamonds.

The Crane



The witch will bring up an idea to see on the chief, but you must first give her a smelly fish.

The Healer and the Farmer's Wife



After meeting the healer, you'll travel to the centaur village and find the farmer's wife. Get a sack of barley and return to the healer for the potion.

The Farmer



Enter the barn in the southeast corner of the village and locate the farmer. He will reward you with an apple for assisting his aging wife.

The Blacksmith



Bring the armor to the blacksmith and he'll exchange it for a pile of shivers. If you haven't paid your 50-diamond debt to the leader, the blacksmith will remain suspicious and turn you away.

Gone Fishin'



Take the shivers to the centaur village and locate the frogpond in the northwest section. Cut the wise man with the shivers and return to the fisherman.

The Fisherman



When Xena gives the fishy essence the good's location, he'll hand over his prized freshly fishy treasure. Offer the fish to the witch to get the elixir.

The Chief



Give the elixir to the chief; the lead will clear, and he'll remember that Dorphus was responsible for the destruction of the village.

Head Eastward



After the chief admits guilt, he will open the passage to the east, which leads to the road to Dorphus.



Tunnel

The long, complex passageway that will eventually lead you to Darphus is a great place to stock up on hearts and diamonds. Make sure you gather enough extra time to explore the entire burrow. Pause the game and access your inventory to use the additional time and hearts that you collect. Keep an eye out for large spiders and grenade-spinning zombies. Use the map to avoid falling off cliffs.

Golden Heart Backpacks Await



The Eyes Have It



Darphus will certainly be a gigantic eyeball, hoping to eliminate you with an eye beam or punch. To defeat this eyeball, run in circles while throwing your lightning. Resist to using your sword only when necessary. Use extra hearts if necessary.

Light the Way



After defeating the hounding eye, you should receive a key at least, which will come in handy while battling Darphus. Remember to bring on your Glove of Invisibility before venturing through this level. Explore the area until the torch is lit and return to the entrance hall to fight Darphus.

Sneak Attack



Finally you are face-to-face with the enemy who decimated all the barbarian village. Darphus will hunt for you in all directions, so position yourself behind him as often as possible and strike rapidly. Don't be afraid to pause the game and use as many extra hearts as you need.

Stay the Course

The journey has been desolating and the conflict with Darphus will undoubtedly leave Xena weary and jaded, but there's much more that needs to be done: The quest of the barbarians will instruct you to return to the Forest of Sorrow and find the infamous Quaco Jabala in the Barbarian's nest. Before you reach the end of the quest, don't forget to uncover the Game Link Cable that will allow you to swap characters between the Hercules and Xena Game Roy-tides!





News Flash from Japan!

Lots of exciting Game Boy Advance news was revealed at a press conference held in Japan recently, and some of it had to do with Pokémon products that will be released in Japan in the next few years. While the news from Japan is exciting, remember that we don't know for sure whether the products will make it over to our shores, and if they do, we have yet to learn when that will be.

Mr. Tsunekazu Ishihara, general producer of Pokémon and president of Creatures Inc., took part in the press conference, and he had a few interesting things to say about Pokémon. Mr. Ishihara introduced the tentatively titled Card-e Reader accessory for the Game Boy Advance. The Card-e Reader plugs into the Game Boy Advance just like a Game Pak, and it can read data stored on the all-new and temporarily named Pokémon Card-e trading cards. The cards will have a special barcode that contains data about the Pokémon on each Card-e, including sounds, Pokémon stats, evolutionary lines, attacks, strategies and more. The Pokémon Card-e trading cards will still have the traditional info and pictures on them and can be played just like any other Pokémon Trading Card Game card—but when you swipe them through the Card-e Reader, you'll get all sorts of cool insider info.

Mr. Ishihara also announced that four new Pokémon will be part of a new Game Boy Advance Pokémon game, which is scheduled for release in Japan in 2003. The game, which has the working title of Pokémon Game Boy Advance, is shrouded in secrecy, but Mr. Ishihara said, "This game will be very important and will be the origin of a new Pokémon world." Mr. Ishihara even introduced three new Pokémon from the game, whose Japanese names are Luri Luri, Kakaron and Hoeroko. At least one of the new Pokémon, Luri Luri, seems to have a tie to a current pair of blue Pokémon from Gold and Silver: a picture of a boy Trainer was also shown. The four characters from Pokémon for Game Boy Advance are said to have roles in the fourth Pokémon movie, which opens this year in Japan. Keep reading the Pokécenter and future issues of Nintendo Power for more info on exciting new developments from Japan!



Pokéchat

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: I read about the Pokéras a few issues ago, and now I'm curious. How do you get the Pokéras? What is it?

A: Pokémon science hasn't been able to uncover all of the secrets behind the odd Pokéras condition. It's said that Pokémon will, on very rare occasions, "catch" the Pokéras in a completely random manner. If your Pokémon have the Pokéras, you will get a strange message from both the Pokémon Center attendant and Professor Oak. The Pokéras is actually beneficial and not dangerous at all—but it doesn't last long.

Q: How can I get the Big Starless Doll for my room? I want it!

A: Your mom will buy it for you if you've saved enough money together. If she isn't saving money for you, go back to New Bark Town and ask her to.

Q: How many Dark-type Pokémon are there?

A: Not many, really, which is pretty lucky for all the Ghost- and Psychic-types out there! There are six Dark-type Pokémon: Umbreon, Mawlow, Houndour, Houndoom, Sneasel and Tyranitar. Of the six, only Umbreon is a pure Dark-type creature.



Q: Is there any surefire way to run into a shiny Pokémon?

A: Not unless you count the Red Gyarados that's conveniently swimming in the Lake of Rage, just waiting to be caught. If you really want to catch a shiny (differently colored) Pokémon, your best bet is to search everywhere and keep your eyes peeled for those special Pokémon.

Q: Will the Jynx pose for me in Pokémon Snap?

A: Yes, the lovely ladies will do a little dance if you play the Poké Plate for them as you pass by.

Q: I can't find Pinco. Why?

A: Pinco is one of those somewhat frustrating Pokémon that can't be found unless you headbutt the trees around Jotho. Try headbutting the small trees in wooded areas and be persistent. Pinco are

relatively rare, but with patience, you'll catch one. If you're looking for Pincoress, you'll have to miss a Pinco to level 33 to get one.

Q: What does Curse do?

A: It depends. When a Ghost-type Pokémon uses it, its HP is cut in half, but the opposing Pokémon loses a quarter of its HP on every turn thereafter. If a non-Ghost-type uses it, its Speed is lowered dramatically but its Attack and Defense are raised. Not a bad trade-off if your Pokémon is slow anyway.

Q: Where is the TM for Rock Slide in Gold and Silver?

A: It's not in Gold and Silver at all. You'll have to trade a Pokémon back to Red, Blue or Yellow to get Rock Slide from a TM.

Q: Where is Teddiursa?

A: It's found on Route 45—but only in Gold. Silver owners will have to trade for it.

Q: Do Unown learn moves by leveling up?

A: No, Hidden Power is the only move an Unown has.



Pokémon University



Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.



How do I get to the Silver Cave?

You access Silver Cave by traveling along Route 28, which you can't enter until you have collected all of Johto and Kanto's badges. After you have all 26 badges, swing by Professor Oak's place in Pallet Town and chat with my dear colleague. He'll give you permission to enter the once-blocked hallway in the Victory Road reception gate. Just outside is Route 28. Be careful when you visit the area—there are lots of Pokémon at or around level 40 that are waiting to battle you there! The cave is dark, so be sure to bring along a Pokémon that knows Flash.



Walk through the reception gate to Route 28.



Silver Cave is full of all sorts of interesting Pokémon.

How do I get to the Cave level in Snap?

You have to open up a secret gate near the end of the River course. While coasting down the river, keep a lookout for a red switch on the right bank of the river. A Porygon is nearby. Aim a Trainer Ball at the brown wall behind the red switch to score the Porygon onto the switch, which will open up a new part of the river. The Zero-One will float into the newly opened area, which leads to the Cave.



Use a Trainer Ball to get the hidden Porygon to push the switch.



You'll drop down into a gloomy cave with lots of Pokémon.

Where is Togepi in Pokémon Puzzle Challenge?

Togepi is another secret Pokémon you can catch in Pokémon Puzzle Challenge, and catching one isn't very hard. Start a One-Player Challenge game on Normal difficulty or higher. Before you make it to Clear in Blackthorn, you must create a 10-Block combo. It sounds big, but a 10-Block Combo isn't impossible to create. Try lining up two columns of five blocks each then reversing the middle blocks in each column. Switch the two blocks to finish the 10-Block Combo. There are other ways to build a 10-Block Combo. Experiment with the game on Easy difficulty if you're having trouble. Once you make the 10-Block Combo, a Trainer named Puffin will challenge you. Win the battle to claim Togepi as your own.



Big 10-Block Combos are easier than you think.



Togepi gets very egg-tired when it wins a battle.

How do I train Smeargle?

If you want the moves Smeargle Sketches to become a permanent part of its arsenal, you have to Sketch moves during an in-game battle—moves learned during Game Link battles will be forgotten. Any in-game battle will do, but if you want to be very precise about it, you can use two Game Boys and two Gold or Silver Pals to train Smeargle. Take a Pokémon, preferably with just one move, and install it as the only member of the party on one Pk. Keep Smeargle on the other Game Pk as the only or first member of the party. Mystery Gift between the two pals, then take your Smeargle-led party to the Trainer House in Viridian City. You'll battle the one-Pokémon party from the other Pk in the Trainer House, and, since it is the only Pokémon on the team, it will be easy to Sketch the move you want. Level-up your Smeargle until it learns Sketch again, and repeat. It's a time-consuming method—but it's also *free*.



Smeargle is located in the Pools of Alifan area.



Smeargle's Sketch makes it an unpredictable opponent.

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

This month's Trainer, Nick Moore, says he's better known as NickWhat to the online Pokémon community. Like a few of the Trainers before him, Nick uses specific strategies with each of his Pokémon, which makes them better able to survive battles with many Pokémon—even Pokémon they're otherwise unlikely to beat! Nick likes to combine the effects of several moves on his opponents, sometimes even using one Pokémon to set up an opponent and another to take it down.




Starmie



Item: King's Rock

Surf Thunder Wave
Confuse Ray Recover

Lanturn



Item: Leftovers

Surf Confuse Ray
Thunder Wave Scorch

Marowak



Item: Thick Club

Earthquake Rock Slide
Scorch Swagger

Aerodactyl



Item: Leftovers

Earthquake Ancient Power
Wing Attack Substitute

Misdreavus



Item: Leftovers

Mean Look Perish Song
Destiny Bond Protect

Blissey



Item: Leftovers

Counter Seismic Toss
Thunder Wave Softboiled

Nick digs the combination of Thunder Wave and Confuse Ray so much, he put it on two of his Pokémon. Paralysis mixed with confusion leads to an opponent that simply won't attack very often, which allows Nick to use Surf to wash away the opponent's HP. The addition of the King's Rock to Starmie makes it even less likely that a paralyzed and confused Pokémon will attack—even if neither condition deters it, it still might flinch. Lanturn's Scorch works with Thunder Wave and Confuse Ray to lower the opponent's defense so it does more damage to itself while confused and takes more damage from any attack thrown at it. Unlike paralysis, which lingers, confusion can wear off pretty quickly. Some opponents won't wait it out, however, and they'll switch their Pokémon. That will give Nick the opportunity to use Thunder Wave and Confuse Ray on another poor Pokémon, leaving it at a disadvantage. As you can see from the multiple Thunder Waves, Confuse Rays, Earthquakes and Scorchs on Nick's team, he has his favorites. It's not unusual for Trainers to rely on certain attacks or combos, and as long as you don't become too predictable, that can be fine. If you take on the same opponents often, they may come up with ways to get around your favorite moves.



The rare King's Rock that helps Poliwhirl evolve into Poliwhirl can also be held by any Pokémon when in battle. During a battle, the King's Rock may cause the opponent to flinch. You can get a King's Rock from a researcher at the Snowpoke Well or from wild Poliwhirl, Slowpoke and Slowbro.



Wild Marowak and Cubone may be holding Thick Club, so from they can use it to give their Attack status a boost. If your Marowak or Cubone don't have the item, try using Dig or catching a low level to get one. No other Pokémon can use Thick Club—it works for Marowak and Cubone only.

Hot off the Press

Check Hot off the Press to find out what's new in the latest and upcoming Pokémon games, cards, TV shows, world of Pokémon every month. Learn about the movies, toys, tours, events and more right here!

Celebi Celebration



Pokémon Stadium 2 players will notice that Coolerstar Miya in Round 2's Prime Cup has a new Psychic-and-Grass-type Pokémon. It's Celebi, the 251st Pokémon. Players can rent Celebi in Round 2's Prime Cup, too. Renting Celebi is the only way to get your hands on the time-traveling Pokémon for now, but you never know what might happen in the future!



Toy Fair 2001



Pocho, Pichu and a fleet of customized Pocho Beetles and Lugia PT Cruisers were on hand to celebrate Toy Fair 2001 in New York City. Fleets of Pokémon-related toys and other merchandise were announced at the Toy Fair. You can expect to see lots of great new figures, board games and other collectibles from Hasbro in the next year, and many more companies are making tons of Pokémon products, from toothbrushes to temporary tattoos. People were talking about upcoming Pokémon games: Pokémon Stadium 2 and the just-announced Pokémon Crystal at the Toy Fair, too.



Pokémon Crystal Coming Soon



Pokémon in Japan got a great gift in December—Pokémon Crystal. The shimmering sensation is a new twist on Pokémon Gold and Silver. Players can play as either a girl or a boy. Pokémon Trainer in Crystal, and the Pokémon bottles are more animated than ever. There's even a special bit of new info in every Pokémon entry! In Japan, Pokémon Crystal works with the Mobile Adapter GB, which allows players to connect their cell phones to their Game Boys and the Pokémon Crystal game. Japanese players can trade and battle Pokémon on a network with the Mobile Adapter GB. Even though players in Japan have had their hands on Crystal for a while now, plans for Pokémon Crystal's U.S. release were pretty hush-hush until recently. Pokémon Crystal's U.S. release was announced at Toy Fair 2001. Expect the game to make its U.S. debut this fall. Stay tuned to the Pokémon site for more news on the amazing new Pokémon game!



Players can finally choose to be a female trainer!



Some Pokémon can learn different attacks in Crystal.

For more Pokémon news, be sure to check out pokemon.com!

Send questions, comments and letters to
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P.O. Box 97082, Redmond, WA 96073
pokcenter@nintendo.com

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GAME
BOY
COLOR

INDIANA JONES

and the
INFERNAL MACHINE



The world-famous archaeologist comes to Gunga Boy Colony in THE 13th installment of Indiana Jones's epic No. 4 adventures. Dangerous wildlife, lusty villains, hidden traps, brain-teasing puzzles and ancient mysteries await!



SWINGING INTO ACTION

Join Indiana Jones in a thrilling adventure as he searches for the lost city of the Machine. Discover the secrets of the Machine and the fate of the world. Join the Indiana Jones team in this exciting adventure. The Indiana Jones team is on a mission to find the lost city of the Machine. The Machine is a powerful ancient civilization that has been hidden away for centuries. The Indiana Jones team is on a mission to find the lost city of the Machine. The Machine is a powerful ancient civilization that has been hidden away for centuries.



Russian Border

On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.

Backdoor



On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.

Back Door



On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.

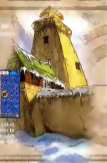
Wetery falls



On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.



On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.



Tian Shan River

On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.

Need down



On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.

Shambala Sanctuary

On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.



Hidden's Village



On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.

Old's Guy



On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.

TwoStep



On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.



On the way to the border, you'll find a small village. You'll need to find a way to cross the border. You'll need to find a way to cross the border.



Low and Jump



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.

Like Clockwork



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.

Men of the Hour



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.

Flipping Time



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.

Seedling & Hills



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.

Urgent Part



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.



Palawan Lagoon



Palawan Lagoon is a large, open area with many enemies. You can use the water to your advantage and avoid enemy fire. You can also use the water to get into enemy positions and for avoiding enemy fire.

Break It Down



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.

Carried Treasure



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.

When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.

Roll to Push On



When you're in a trench, you can crouch down to avoid enemy fire. You can also jump over low walls and obstacles. This is useful for getting into enemy positions and for avoiding enemy fire.



Shut Key



It's time to go back to the main level. You'll find the shut key in the room with the red brick walls. Use the key to open the door and enter the room.

Shut the fire!



You found the shut key in the room with the red brick walls. Use the key to open the door and enter the room.

Mine Bomber



The mine bomber is a new enemy that you'll find in the main level. It's a small, round creature that can explode. Use the mine to defeat it.



Reinforce Bars



It's time to go back to the main level. You'll find the reinforcement bars in the room with the red brick walls. Use the bars to reinforce the door.

Imp in the network



You found the letter's key in the room with the red brick walls. Use the key to open the door and enter the room.

Tabi's Plan



It's time to go back to the main level. You'll find Tabi's art in the room with the red brick walls. Use the art to open the door.

GETTING WARMER

MR

It's time to go back to the main level. You'll find the reinforcement bars in the room with the red brick walls. Use the bars to reinforce the door.

You found the letter's key in the room with the red brick walls. Use the key to open the door and enter the room.

It's time to go back to the main level. You'll find Tabi's art in the room with the red brick walls. Use the art to open the door.



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NINTENDO POWER

A W A R D S



The results are in, and even Majora's Mask can't hide your affection for the Zelda series. Find out how the rest of your favorites fared in our annual poll.

A CUT ABOVE THE REST

A
BEST OVERALL GAME

It's difficult to deny that we'd love anything, but it was so clear to us, full of our favorite Link, that we chose *The Legend of Zelda: Twilight Princess* as the overall winner in the Nintendo GameCube poll. Hearing the second place game, *The Legend of Zelda: Breath of the Wild*, was a surprise, but we're glad to see it. *Final Fantasy XIII-2* and *Final Fantasy XIII-3* were also in the top 10, and we're glad to see them in the top 10.



NUMBERS TELL THE STORY

8 BEST STORY

It follows that a story-based adventure game that dominated the best overall game category would also take the Best Story honors. The *Legend of Zelda: Majora's Mask* ricked up more points than the eight other contestants combined. Perfect Dark's alien conspiracy and Banjo-Toolie's fractured fairy tale are *WTF*! Best in a much more low-key place.

1. *The Legend of Zelda: Majora's Mask* (NG4)
2. *Perfect Dark* (NG4)
3. *Banjo-Toolie* (NG4)

IT'S ABOUT TIME

1 MOST INNOVATIVE

Are you beginning to see a trend? Though some voters may argue that the voice recognition option in *Hey You! The Book of Thies* (PlayStation 2) is a stretch, *Zelda* parhens put their three-oriented side over the top. The *Mask* managed to pitch out a third-class fairy, defeat the two Sisters, and finally slay the major villainous creature.



1. *The Legend of Zelda: Majora's Mask* (NG4)
2. *Hey You! The Book of Thies* (PS2)
3. *Perfect Dark* (NG4)



GOOD LOOKING IN THE DARK

6 BEST GRAPHICS

Rare has always managed to squeeze beautiful graphics out of the NG4. Many voters were moved by the creepy alien textures and dynamic lighting in *Perfect Dark*, which edged out its sister title, *Banjo-Toolie*, for the pretty polygon prize. *The World Is Not Enough* was a distant third.



1. *Perfect Dark* (NG4)
2. *Banjo-Toolie* (NG4)
3. *The World Is Not Enough* (NG4)

HE PLAYS A MEAN OCARINA

5 BEST MUSIC

With its potent, dramatic sound, *Legend of Zelda: The Wind Waker* was the most popular choice. *Perfect Dark* and *The World Is Not Enough* were also popular, but *The Legend of Zelda: The Wind Waker* was the most popular choice. *The Legend of Zelda: The Wind Waker* was the most popular choice.



THE SOUND OF BUZZ

F BEST SOUND

The atmospheric sound in *Majora's Mask* sets the dark tone for the game, which carried the category easily. Perfect Dark's cinematic surround sound pushed the limits of the N64's capabilities. Banjo-Tooie's silly sounds were also cranked up to eleven, thanks to Rare's mastery of the sound board.

1. *The Legend of Zelda: Majora's Mask* (N64)
2. *Perfect Dark* (N64)
3. *Banjo-Tooie* (N64)



THE MANY MOODS OF MAJORA'S MASK

G BEST GAME PLAY VARIETY

There is no doubt that *Majora's Mask* offers a wide variety of thrills and chills, from its bread-and-butter swordplay to home racing to mask collecting. It barely won out over *Mario Party* as mini-game sampler, however. The bestselling *Pokémon Stadium* scored a supereffective hit with its many side games.

1. *The Legend of Zelda: Majora's Mask* (N64)
2. *Mario Party 2* (N64)
3. *Pokémon Stadium* (N64)

WASABI WINS

H BEST MINIGAME/MODE

North Americans can't resist a game featuring tongues and raw fish. Yachtimg lapped up first-place honors for Stadium's gastronomic gobblefest. *Jossua* and *White Duck* share the second place award for PD's innovative Cooperative Mode. *Majora's Beaver Brothers* got the green for third.

1. *Pokémon Stadium: Sushi-Go-Round* (N64)
2. *Perfect Dark: Cooperative Mode* (N64)
3. *The Legend of Zelda: Majora's Mask: Beaver Brothers* (N64)



IT'S DARK AT THE TOP

I BEST ACTION GAME

It's hard to tell how good a game is until you've played it. *Perfect Dark* is a masterpiece of cinematic action, with a story that is as compelling as the game's graphics. *Majora's Mask* is a masterpiece of atmospheric action, with a story that is as compelling as the game's graphics. *Majora's Mask* is a masterpiece of atmospheric action, with a story that is as compelling as the game's graphics.



SERVING UP OLLIES AND ELBOWS

J BEST SPORTS GAME

Mario and Tony finished so close together, we're almost tempted to award them a tie. Almost, but not quite. The two titles are among the best games released last year, and they clearly outclassed any other contenders in the category. The best wrestling offering last year, No Mercy, plunked down the number three spot.

1. Mario Tennis (NG4)
2. Tony Hawk's Pro Skater (NG4)
3. WWF: No Mercy (NG4)

I CHOOSE YOU, RPG!

K BEST RPG/STRATEGY GAME

Warriors and wizards used to own this category back in the day, but *Pillars of Eternity* and company have cast aspell on RPG fans around the world. The long-awaited *Ogre Battle* and *Starcraft* titles didn't even come close. It should be noted that *Dragon Warrior VIII*, the obvious progenitor to *Pokémon*, came in fourth.

1. *Pokémon Gold and Silver* (Game Boy)
2. *Ogre Battle 64: Person of Lordly Caliber* (NG4)
3. *Starcraft 64* (NG4)



HUNTING PARTY

L BEST MULTIPLAYER

FD's *Combat Simulator*, *Cooperative* and *Countercooperative* Modes made it difficult to top, but Mario almost managed to win the tiebreaker. It almost makes us feel better about forgetting to put *Mario Party 2* in the category. Stadium also filled seats, but attendance was well below the top two crowd pleasers.

1. *Perfect Dark* (NG4)
2. *Mario Tennis* (NG4)
3. *Pokémon Stadium* (NG4)



DIRTY VICTORY

M BEST RACING GAME

With its tight controls and loads of modes, *Supercross 2001* is a superb, fast-paced, and fun game that's one of the most enjoyable experiences in the last year. *World Superbike* didn't quite follow, although the *International Supercross* series was a close second.

1. *Supercross 2001*
2. *World Superbike*
3. *International Supercross*

FORCE MAJORA

N BEST ADVENTURE GAME

Majora's Mask racked up big wins in several categories, and its most impressive win was in its own genre. Banjo-Kazooie and Spider-Man were solidly number two and three, but they barely made it through the front doors before Link was already back from saving the world.

1. *The Legend of Zelda: Majora's Mask* (N64)
2. *Banjo-Kazooie* (N64)
3. *Spider-Man* (N64)



THE GOLD (AND SILVER) AGE

P BEST POKÉMON GAME

A new adventure on Game Boy Color, or a 3-D fighting tournament? Both—or, we should say, all three—games were hotly anticipated by Pokéfans, but the introduction of 100 new characters was more than enough to earn a gold medal.

1. *Pokémon Gold and Silver* (Game Boy)
2. *Pokémon Stadium* (N64)
3. *Hey You, Pikachu!* (N64)



SPEEDWAY SURPRISE

I BEST GAME BASED ON A CARTOON

It's hard to imagine a 3-D karting game as anything other than a rip-off of the classic arcade game, but the game's cartoonish characters and colorful, vibrant graphics made it a hit. It's a shame that the game's success was limited to the Game Boy Advance.

1. *Mickey's Speedway USA* (Game Boy Advance)
2. *Super Mario Kart* (SNES)
3. *Super Mario Kart* (N64)

A LEAGUE OF ITS OWN

I BEST PUZZLE GAME

Puzzle League's addictive game play left a strong field of contenders under a pile of garbage blocks to take the puzzle prize. Bust-a-Move Millennium, a slight twist on the long-time favorite, popped Ms. Pac-Man's bubble after the online votes were tallied.

1. *Pokémon Puzzle League* (N64)
2. *Bust-a-Move Millennium* (Game Boy)
3. *Ms. Pac-Man: Maze Madness* (N64)



FIERCE COMPETITION



F COOLEST WEAPON/POWER-UP/MOVE

You have to collect every other mask in Majora's Mask to earn the Fierce Deity's Mask, which means that a lot of people who voted for it probably haven't used it. It allows you to play as a superpowerful warrior. Two of the more far-fetched weapons in Perfect Dark took dead aim at second and third places.

1. *The Legend of Zelda: Majora's Mask*: Fierce Deity's Mask (NG4)
2. *Perfect Dark*: Farsight XR-20 (NG4)
3. *Perfect Dark*: Laptop Gun (NG4)



FEEL MAJORA'S WRATH

S BEST NEW VILLAIN

As with the Fierce Deity's Mask, Majora's Wrath comes very late in the game. Best off to gamers who have conquered the controlled terror. Luigi's new arch-enemy came armed with only a racket, but it was enough to guarantee him a silver medal. You also saw through Mr. Blonde's deer disguise — he dived his way to third place.

1. *The Legend of Zelda: Majora's Mask*: Majora's Wrath (NG4)
2. *Mario Tennis: Waluigi* (NG4)
3. *Perfect Dark*: Mr. Blonde (NG4)



YOU'RE ALL ATINGLE

I STRANGEST NEW CHARACTER

Majora's Wrath may not look like the strangest, but he's really a combination of a wild man, a wild dog, and a wild animal. The only thing that makes him a character is his ability to talk like a normal person. He's a really strange character. He's a really strange character. He's a really strange character.



STAR-CROSSED STARCRAFT

U MOST OVERLOOKED GAME

StarCraft is a real-time strategy game that's been around for a while. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game.

CRUEL IS COOL

V COOLEST VEHICLE

The relentless hovercopter outside *dataDyne* Headquarters got your engines running, even though it's a vehicle you can't actually control. But its no-damage-firing, home-appliance and the sleek Naboo Bomber were separated by four votes.

1. *Perfect Dark: Hovercopter (N64)*
2. *Banjo-Tooie: Washing Machine (N64)*
3. *Star Wars: Episode I: Battle for Naboo: Naboo Bomber (N64)*



IS MY NAME CORNY, BABY?

W MOST UNRUCY OR ANNOYING GAME TITLE

Disney Interactive may ultimately win the lifetime achievement award for lengthy game titles, but *Austin Powers* owns the number one spot for the year 2000. Perhaps the strongest part of the title is that it doesn't mention the main character in the game, Dr. Evil.

1. *Austin Powers: Welcome to My Underground Lair (Game Boy)*
2. *Walt Disney's The Jungle Book: Mowgli's Wild Adventure (Game Boy)*
3. *Disney's Donald Duck: Golf' Quackers (N64)*



BIG SURPRISE

X BEST SEQUEL

You've made your point. You like *Myst*! *Myst II*—a lot. In a year of big-name sequels, it was the biggest of all of them. When you consider that it rose up against a brand-new *Pokémon* adventure and the follow-up to *Banjo-Kazooie*, that's really saying something.

1. *The Secret of the Wings: Myst II: Myst (PC)*
2. *Pokémon: Ruby and Sapphire (Game Boy Advance)*
3. *Banjo-Kazooie: The Gruesome Game (N64)*



FRESH MEAT

Y GUILTIEST PLEASURE

Even though it was a very tight race for guiltiest pleasure, the hapless inhabitants of PS3 arenas got a big boost from online wars. Almost as many of you enjoy the less glitzy fun in Mario Tennis and Hey You, Pikachu!

1. Perfect Dark: MeatSims (N64)
2. Mario Tennis: Returning the ball into the opponent's face (N64)
3. Hey You, Pikachu!: Yelling at Pikachu (N6-4)



ALMOST FAMOUS

Many worthy games failed to win in any category, even though they amassed impressive vote totals. Tony Hawk's Pro Skater, for example, barely missed a spot in the top five games overall and lost

by the slimmest of margins in the Best Sports Game category. Pokémon Trading Card Game, The World Is Not Enough and Mr. Dr. Meak Madman also deserve an honorable mention.



THE FUTURE IS CUBED

The most surprising news (barring what you've already heard) is that the most interesting game from the 2003 Game Awards was not a new title, but a classic. The most interesting game from the 2003 Game Awards was not a new title, but a classic. The most interesting game from the 2003 Game Awards was not a new title, but a classic. The most interesting game from the 2003 Game Awards was not a new title, but a classic.



SOAR WITH THE CONDOR



WIN A COOL BIKE
AND A TRIP FOR TWO TO
MEET **MAT "CONDOR"**
HOFFMAN AND WATCH
HIM PERFORM AMAZING
BMX STUNTS!

NINTENDO
POWER



ACTIVISION

ENTER TO WIN!

GRAND PRIZE

One winner will receive a trip for two to meet **BMX SUPERSTAR MAT HOFFMAN** and watch him perform. The winner will also take home a slick **CONDOR BMX BIKE** from Hoffman Bikes and a copy of **MAT HOFFMAN'S PRO BMX** for Game Boy Color.



SECOND PRIZE

Five winners will each receive a **HOFFMAN BIKES T-SHIRT** AND VIDEO, plus a copy of **MAT HOFFMAN'S PRO BMX** for Game Boy Color.

THIRD PRIZE

Fifty winners will each receive a spiffy **NINTENDO POWER T-SHIRT**—which is a pretty good prize, even though it has nothing to do with Mat Hoffman or BMX.



YOUR VOTE COUNTS

Send your vote to:

Address: **ENTER TO WIN!**

PO Box 10000

Los Angeles, CA 90010

Phone: (800) 828-8888

Web: www.ew.com

Deadline: **NOVEMBER 15, 2001**

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COUNSELORS' CORNER

Your Questions—Our Experts!



THE LEGEND OF ZELDA: MAJORA'S MASK

HOW DO I RESCUE EPONA?

Majora's Mask begins with the Skull Kid stealing your horse, so you should find time in your busy adventure to rescue her. She's not in any danger—the biggest

problem is simply getting to her. Once you learn how to use Powder Kegs after defeating Gohat, you can blast a boulder out of the way on Milk Road. Continue

down the road until you enter Romani Ranch, where Romani herself will teach you Epona's Song. Use the song to summon your horse when you want to ride.



A Powder Keg will make short work of the big boulder blocking Milk Road. Keep waiting until you reach the stable at Romani Ranch.



When you get close to the stable, you'll be reunited with Epona in a cinematic scene. Keep talking to Romani to learn Epona's Song.



Just play Epona's Song whenever you need to ride your horse. You'll need her to jump over the obstacle in front of the Western Ocean.

HOW DO I FIND THE ZORA MASK?

There are plenty of opportunities for swimming in the early portions of Link's adventure, but underwater exploration isn't required until you reach Western

Ocean. You'll be able to swim like a shark once you acquire the Zora Mask. The mask will contain the spirit of Milau, and unlike Darmani, he'll be alive when you

meet him. Fish him out of the Western Ocean shallows then push him to shore by swimming behind him. When you reach shore, he'll surrender the mask.



A flock of seagulls will mark the spot in the ocean where Milau flounders. If you get anywhere near him, you'll see a short cut-scene.



Get behind the stricken Zora like jashfish to shore. When he hits dry land, play the Song of Healing to release his spirit.



With the mask, at your disposal, you'll be able to streak through the water as a zora. You'll also be able to produce a Zora Magic Force Field.

HOW DO I INFILTRATE THE PIRATES' FORTRESS



The beautiful female pirates have spectacular booty in their fortress by the sea, and they don't want you to get your hands on it. After you break through the planks that hide the underwater entrance, you'll

be faced with a heavily patrolled artificial lagoon, a giant drain pipe, several black and switch puzzles and, finally, a small army of pirates in the fortress courtyard. Stealth is essential in the operation. If

you are seen, you'll be thrown out of the immediate area where you are caught. If you evade capture, you'll be able to enter the fortress by climbing a ladder to a second-story entrance.



Check the northern edge of the ocean area to find the boarded entrance to the Pirates' Fortress



Sneak to the Golden Switch at the top of a ring to open the gates on the underwater drain pipe



Push antipill blocks to reach a series of flooded hallways. Swim above or below water currents



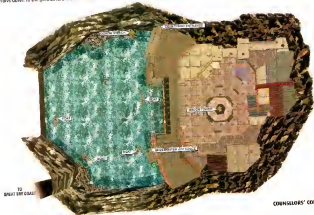
Use your loggernetz fins to activate a switch, then dive down to find the gate before it closes



Use your fins again to activate a greyer clover and to clear meters that obscure switches



Shoot arrows at the pillars to knock them anoxicous, then climb the witch tower ladder



TO
MONEY AND GOLD

WHAT DO I DO WITH THE FLOATING BOX?

The hovering box covered with cosmic decorations will sit in the Glimmer Gulch Mine Fuel Depot until you clear a path for



Transform into a Detonator (you do what comes naturally)—blow up the rocks in the Fuel Depot

it blast an opening through the rubble by detonating TNT. The box will float down the tracks until it reaches a door that



in Windyworld, ride the cablecar then Grip-Grab to a lodge in Space World. Pick the Red Button

you'll open in Windyworld. Press a button on a ledge in Space World so the box can finish its journey.



The space box will unfold to reveal a spacecraft. Hop in it to play the Soccer of Peril game.

HOW DO I RESCUE JOLLY'S PARTNER?

If you stop by Jelly Roger's establishment on the shore of the lagoon, he'll tell you a sob story about his missing partner. You'll



blast through the big fish's teeth with a few well-aimed Grenade Eggs. After you swim into its mouth, you'll be able to wander through its guts.

find her inside a big fish in the slyly named Big Fish Cavern. Knock out the fish's teeth with Grenade Eggs then swim



Merry Maggie in the fish's stomach, undergoing the messy stages of digestion. She'll escape on her own once you talk to her.

inside its mouth. When you reach a fork in the throat, turn left to find Maggie. She'll find her own way out.



Maggie will be askin' in her rightful place behind the bar when you return to Jolly's. Her grateful partner will reward you with a Jiggly.

HOW DO I REACH TERRY'S NEST?

Terry's nest sits atop a mountain in the center of Terrydactyl-land. Locate the ramp to the left of the Train Station entrance.



The Springy Step Shoes inside Unga Bunga's cave will allow you to follow the sign leading to the nest.

climb to the bridge then cross the bridge to Unga Bunga's cave. Grab the Springy Step Shoes just inside the entrance then



Terry will spit purple gas at you as you climb the ledge to his cave. Keep moving to avoid it.

exit the cave. Turn right then move carefully along the ledge until it ends. Spring up, then follow the ledge to Terry's Nest.



Follow the ledge all the way to the end then enter the cave. You'll pop out in Terry's Nest.

KIRBY TILT 'N' TUMBLE

HOW DO I REACH THE RED STAR ON COURSE 2-2?

Picking up the Red Star is the crickiest task on course 2-2. You'll find a red and blue die just after the course midway

point. If you don't roll a blue, roll into space to start over at the midway point. A blue roll allows you to take the left-hand

path to the ? Hole. Stay in the hole until the directional arrow points to the moving lift, then ride the lift to the Red Star.



You may get a blue roll your first time through the course, but you'll probably have to start over a few times.



Rip in the ? Hole to activate a rotating directional arrow. You may need to wait a few seconds for a good jump.



Wait until the moving lift is just about to touch bottom, then jump. Keep the GBC steady so you don't roll off!



Roll off the lift to the right then down to reach the Red Star. You must collect Red Stars to complete the game.

HOW DO I DEFEAT THE CLOUD OBSERVER ON 3-4?

The Observer at the end of Level 3 is made together from rolling counterparts in Levels 1 and 2. The clock will start tick-

ing down after you grab the balloon to begin the battle, but you shouldn't panic. Line up with the boss,

wait for its eye to open, then fire an air blast. When the timer ticks down to 2, hover over the ? Hole for another balloon.



Jump on the balloon that appears in front of the ? Hole at the Warp Star area on Course 3-4.



When the Observer opens its eye, fire an Air Blast to cause damage. Avoid its alpha attacks.



Keep fighting until your light time is almost gone, then hover over the ? Hole as you'll drop into it.



The boss will speed up after you've caused a little damage. Renew its battery then pick it off as it pines.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call. Or write to: Counselors' Corner, P.O. Box 30033, Redwood, WA 98073-0733

In the USA Call:
1-800-288-0707

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In Canada Call:
1-800-451-4400

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Star Wars: Episode 4 Battle for Naboo

Q: I'm lost. Where do I go?

A: Use the scanner. Point the beam toward the top of the circle to move toward the goal.

Q: I heard Trade Federation Technology but can't see it. What's the problem?

A: You must complete the mission before the technology will take effect. Some technologies won't work for certain steps.

Q: How do I collect my ship?

A: You can collect a ship for a mission only a few you've completed. If not, you must use the default ship the first time through the mission.

Mario Tennis (GBC)

Q: What is the maximum attainable level?

A: Level 99.

Q: How do I change the camera in a game?

A: You can't use Camera Mode in the singles game. It works only for regular matches.

Q: Can I have a human doubles partner on the Mario Team?

A: No.

Paper Mario

Q: How do I break Stone and Metal Blocks?

A: Use the Super Hammer to break Stone Blocks and the Ultra Hammer to break Metal Blocks.

Q: What is the maximum attainable level?

A: Level 27.

Lufia

The Legend Returns

Natsume's Lufia is a tasty RPG treat for Game Boy Color.



Return of Evil

In the world of Lufia, the evil Sistras return like clockwork every century to compete with a new band of adventurers. At stake is the fate of humanity. Wielding magic and steel, your 12 heroes visit towns, dungeons and wilderness areas, rescue innocents and battle evilness and monsters. Lufia is filled with grand adventures and petty plots, colorful characters and malicious deities. It's a true feast of RPG goodness, and NP serves up the fix, colossally.

Wain

For Wain, the life of a merchant in a quiet village means long hours of sharpening his blade and dreaming of adventures in the wide world. When Sistras, a former-brother from Northland, arrives on a quest, the warden has dream come true.

Game Boy Color



Super NES



The legend began with Lufia & the Fortress of Doom in 1993. Lufia II: Rise of the Sistras followed three years later.

Town and Country

The world is a place of mystery and wonder, and the best way to explore it is through the eyes of a hero. In this section, we'll take a look at the gold, silver, and bronze medals that you can earn in the game, and how to get them. We'll also look at the various items and abilities that you can find in the game, and how to use them.



1 Star
S—someone catch that man! He's a thief!



2 Star
You just can't destroy the town for no reason!



When you enter a shop, you can see the items and their prices.

Isaac

Isaac is a thief who is very clever. He can steal items from enemies and use them to his advantage.

Julia

Julia is a thief who is very clever. She can steal items from enemies and use them to her advantage.

Yunior

Yunior is a thief who is very clever. He can steal items from enemies and use them to his advantage.

Eline

The mysterious figure, Eline, appears late in the game. She is the most powerful of the characters.

Towers and Dungeons

Tulls contains many towers, dungeons and castles. All of the dark places hold dangerous enemies, but unlike the monsters in the wilderness, the foes in the dungeons are visible, so you can avoid or ambush them. You can use your sword to freeze enemies and cut plants. A swift stroke in the right spot on a wall will smash open a hidden passage. The tunnels, secret or otherwise, will change every time you exit and return to a dungeon level, so you can't make permanent maps. Even so, the built-in mapping function helps you get around.



In towers and dungeons, you can open secret passages.

Mousse

Mousse is a strange, woolly beast known as a "cuddle monster." It can't speak to the other party members, but it seems to understand the will of heroes.



A Taste of Battle

100%

As the game's ultimate challenge in fighting, bosses are the true test of your skills. Once you engage the enemy, you'll control the opponent's body and direct their party members. If you choose to fight, you'll control the party's actions and movement in the grid to escape. The intensive fighting can be a little more complex, but the special items or spell boosts *Ascend* best. If a soldier on the enemy line falls, a member from the second line will fill in. Don't let the original fighters on the front line fall, as battle will end in total defeat. The sense of drama on the battle field is what sets *Final Fantasy Tactics* apart. Imparting to use the various or spell that allows the whole team to be more powerful. You'll spend a lot of time trying to figure out the correct strategy.



Milla

With a slender physique, Milla is the most beautiful in the game. A daughter of the kingdom, she has a special ability.

Writhe

Writhe is a character in the game who is a member of the Red Wings. She is a member of the Red Wings and is a member of the Red Wings.



Perking

Perking is a character in the game who is a member of the Red Wings. He is a member of the Red Wings and is a member of the Red Wings.



A screenshot from the game showing a battle scene with a large group of enemies.



A screenshot from the game showing a battle scene with a large group of enemies.

Forces of Evil

The four Sinistrals are the main badies in the world of Ivalde, but there are plenty of minor enemies to take on every day. Enemy characters include soldiers, mages, and people who are hostile to the Sinistrals. The game's rogues may hit you with a wide range of attacks, use healing potions to counter your efforts or call in extra foes to fight on their side. You can avoid the enemies in the game, but you'll have to face the most powerful bosses at some point if you want to progress in the game. It's an epic challenge.



Every enemy has a weak spot you must find.

Blade

The legendary blade that returns from the dark side of the world to face the evil forces of the Red Wings.

The Hunger

Final Fantasy Tactics features a great game mechanics and an event-driven pace that is reminiscent of *Final Fantasy* games. Numerous RPG fans will be set on the game table as the game, NP will be there to help you discover it all.



Master, I will carry on the fight.

GAMER BOY a GOGO

GEAR UP WITH OUR
GRAB BAG OF GROOVY
GAME BOY GAMES!

THIS MONTH

- **Aliens: Thanatos Encounter**
- **Razor Freestyle Scooter**
- **X-Men: Wolverine's Rage**
- **Portal Runner**
- **Shrek: Fairy Tale FreakDown**
- **Xtreme Wheels**



GAME OVER, MAN!

Get ready for the bug-burn of a lifetime as H.R. Giger's most famous creation comes creeping and crawling onto your Game Boy Color in THQ's *Aliens: Thanatos Encounter*. Awakened from a cryogenic sleep by Mother, the onboard computer, your battle-hardened platoon of marines is sent to investigate the distress call of a space freighter called the *Thanatos*. Once aboard, you'll find frightened crew members, disoriented marines and, of course, plenty of nasty aliens. So grab your favorite M40A1 Rifle and hold on—it's going to be a long, sleepless night.



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GET ON THE READY LINE

You can choose from five different marines and each has unique Speed and Stamina ratings. You'll begin your mission in a severe disadvantage—with only a Handgun and Mazine (ladder) at your disposal—but you'll earn weapons as you progress through the ship. Keep an eye out for holes in the floor, then drop down them to find additional Therosite survivors or aliens.

Select a Soldier

The first marine to enter battle must have a good combination of Speed and Stamina. The best bet is to use either Corporal Broke or Private Vancor.



Begin Transmission

Pay attention to Mazine when she gives you a mission. You often can't leave a level until you've destroyed every alien or rescued every civilian.



Marine, Arm Yourself



You'll find health, weapons and ammo around the Therosite. Your first task should be to find the Shotgun southeast of your drop-off point.

Ready for Close Encounters



Every marine can only hold one (and lose) one simultaneously. Though it's tempting to make two pairs of old friends, you must use the Mazine Tracker to locate all the survivors. Health is stored in the inventory menu until you need it, and each unit restores 20% of your energy.

THEY MOSTLY COME AT NIGHT

You'll meet many different aliens on the Therosite, including Facehuggers, Chestbusters and Soldiers. Most weapons fire slowly, so don't be afraid to fire. A good strategy is to get an alien to chase you, turn and shoot, run away and repeat. Stay a screen-length away from enemies whenever possible.

Facehuggers

The spidery Facehuggers are lightning quick, and they'll hop onto unsuspecting marines and drain their life before you can say "ugh" if one of the four. It's catches you, crawls the A and B buttons while making loud and forth to die yodel.



Chestbusters

Sometimes a survivor will contain a weapon, and it's not the good kind. The small, worm-like Chestbusters aren't powerful, but their small size can make them tough to hit. Be wary—their icon looks similar to the icon for Handgun ammunition.



Bigger and Badder

The aliens become more of a challenge as you progress deeper into the Therosite, and some near the end are downright huge. Examine your Mazine Tracker to see and try to take the most one at a time. Note that you can't enter a ship.



Don't Leave Our People Behind



Mazine will capture your marine if he or she runs out of health. You will then have 200 seconds to find it and then survive and find the injured marine. It's a task that, especially alone using limited action space, requires excellent timing—which means that you'll have to rescue the Therosite crew all over again. It's a good idea to use Private Vancor, your fastest marine, for rescue operations.

Door Doings



Only humans can open the large doors on the Therosite. There will of course be aliens behind the doors, so open the door, let an alien out, then move away and let it close. That way you'll let the enemies and by one.

Power Play

Private's yellow power loader makes a return appearance on the Therosite. It provides you with protection from the remaining aliens but slows your progress considerably—so matter what your marine's Speed rating. It has limited energy, too, so once it's drained you'll have to abandon it.





THE RAZOR APPRAISER

It's a Razor Scooter free-for-all in Game Entertainment's latest GBC offering, *Razor Scooter Freestyle*. The Pak boasts a wide assortment of game play modes, which means that you can take your razor all the way to the championships or just kill a few hours carving out sweet tricks. Scooter aficionados yearning to make it to the big time will have to worry about more than the finish line, however. You'll need to collect coins and purchase new equipment if you want to win the day. Multiplayer Track and Racing Modes add to the challenge and fun.



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BECOME A SCOOTER LOOTER

Don't worry about the fuzz—the gold coins and letters scattered on the tracks are yours for the taking. Sometimes the precious power-ups will appear in the middle of a track, but more often than not you'll need to scoot along the edge to find them all.



Coin Collecting

Each Golden Coin is worth five dollars of the gear shop. The coins are plentiful in the curvy tracks, so snag them all and upgrade your equipment quickly.



B is for Bonus

Be as casual off to the side of a course, but you'll want them anyway. The B will give you triple the points for each trick you land while it's active.



T's T Time

The T will grant your rider 10 seconds of turbo speed. If you manage to find one, head for the sidewalk and burn rubber.

YOU ARE THE CHAMPION

Championship Mode is where the biggest Razor freaks come out to play. You'll need a combination of fast stunts and dangerous tricks to secure first place. Avoid obstacles at all costs, as they'll cause you to fall down and ruin an otherwise speedy finish.



Obstacle Overload

Too bad you didn't get a permit for your race—the road is open for business. Watch out for cars, oil slicks and potholes as you SCOWL.



That's Tricky

Don't sacrifice your fast time for extra tricks—just pull one off to recover your jumps. Also watch for other riders. They can steal your power-ups.



Speed Demon

The Golden T is your ticket to victory in Championship Mode. Use the speed boost to rocket ahead of other riders.

Bump and Run



You can't jump other riders off courses, but you can't wreck, too. Bumping better pads will help.

A First-Place Finish



While a low finish time will boost you in the after-race, three bonus points are awarded to the rider with the most track points—often the difference between a first- and third-place finish.



Don't Pass This One Up



There's no arguing case for Bonus Freestyle Scooter, but you'll receive a pinwheel after completing any one of the seven tracks. Have a sharp-eyed pencil and a big piece of paper by your side—the pinawards are a mind boggling T right here!

RACING FOR HOME

Trick or treat? Then come on over to Racing Mode, where speed is the only coin of the realm. Racing and Trick Modes also double as multiplayer arenas, as long as you have a second copy of the game and a Game Link Cable.



Pick Your Poison

Racing is the only mode that lets you choose from any of the seven scooters available. It's a good idea to get familiar with a track's layout if you're having trouble in Championship or Trick Mode.

ALL TRICKED OUT

If your Back Flips and Tail Whips need a little work, propel yourself over to Trick Mode. The only thing that counts is the air you catch and what you do with it. Perform awarded stunts from 100 for a Superman to 250 for a Decade Air, and if you want to take home the gold you'll need to use the ramps, grind like a pro and throw some karts into the mix.



Point of Order

The higher the level, the more points you'll need to finish on top. Your finishing time doesn't matter in Trick Mode, where it's all about the stunts.



The Daily Grind

Karate footstyle Scooter makes grinding a snap. Just approach a grindable surface, like a fence, pipe or wall, and leap into the air. If you come down near the edge, you'll execute a grind automatically. Jump from grind to grind to score massive points.



Back Flip

If you need to learn to wear a helmet, try pulling off a Back Flip. The stomach-churning move is a steady reborn for the most daring of racers, but you can enjoy the vertigo and get 150 points just by pressing Up, Right and B simultaneously while in the air.



No Footer

If it's points you need, just let your feet leave the scooter. Once you're airborne, press Up and B for a sleek No Footer. If you land it, you'll see it away with 390 points.



Superman

No red cape or floppy blue tights needed. Just press Up, Left and B simultaneously to perform a Superman. You'll earn 100 points and the respect of some back heroes everywhere.

Speeding Is Encouraged



Since first place is all you need, don't worry about time, controlling stunts or tricks. The 'a' will be a huge help if you're losing them, but don't be better with coast. You've'll visit the store in Racing Mode.

Shop 'Til You Drop



Once you've collected enough coins, use them to upgrade equipment at the gear shop. Choose between acceleration, which is useful for getting a good jump from the starting line. Pick items you'd like to share with other riders without losing your balance. Forks improve steering, letting you make better turns. But your first purchase should be the red wheels. The new roll-in gives a massive boost to your scooter's speed.



One Handed, One Footer

Don't be concerned with keeping your hands and feet inside the vehicle at all times. Tidy Down the One Handed, One Footer trick, press Left, Down and B simultaneously after jumping. You'll roll off with 200 points under your belt.



Tail Whip

Though it sounds like a Pokémon attack, the 200-point Tail Whip requires you to spin your scooter far in a circle. Don't confuse it with a 380. Only the scooter moops with the Tail Whip, not your on-fing body. Press Right until you pull it off.



Decade Air

So called because you seem to spend years in the air, a decade of Decade Air will score your rider a whopping 250 points. To perform the gravity-defying trick, press Down and B while airborne.



360°

Left and B will move your rider into a 360° of trickery and score you 250 points. You don't need to jump off a ramp or use a moving to perform stunts. A 360° done from a stationary gets the same points as one done in the air.



Wolverine, X-Men, TM & ©2001 Marvel Characters Inc. All Rights Reserved

RAGE AGAINST EVERYONE

Fresh from his silver screen debut, Wolverine, the X-Men's best-known hero, claws his way onto a GBC near you. The game is the creative product of Marvel Comics and Activision—the same people responsible for Spider-Man on the N64. X-Men: Wolverine's Rage is a side-scrolling platformer in the classic mold but with enough twists and turns to keep you gasping. You'll battle through 20 different levels in increasingly exotic settings such as jungles and the Orient. Best of all, Wolverine's powers, including super strength, Adamantium claws and superior healing abilities, are yours to use as you please.



TOOLS OF THE TRADE

Even superheroes need a helping hand now and then. Make your battle against evil easier by collecting items scattered through the levels. You'll need to do a lot of searching to find them all, as most have been stowed on out-of-the-way ledges.



Win with a W

Not to be confused with a certain world leader, W stands for Wolverine. Pick one up to receive 500 bonus points.

BATTLE ON

Wolverine must fight wave after wave of enemies, including soldiers, attack dogs and shoguns, but you can escape at objects as well. Some structures will crumble. Others, such as pay phones, can fall on enemies and damage them.



Mutant Power Overdrive

Wolverine's swag is a pretty sexy distraction all by itself, and you can power it up by grabbing Devils and H at the same time. The power-up angle doesn't drain your energy, and there is no limit on its usage. If you're low on health, stand still. Wolverine's regenerative power will slowly fill the health meter.



Platform Pouncing

The game is chock-full of platforms that move in all directions. You will automatically latch onto a slippery platform with your claws, but you must jump onto the moving ones. It will take a bit of practice to learn the timing.



You're Money

Gold coins bearing the X-Men logo are worth 1,000 points if you can find them. They often reside on high platforms.



Head Collecting

The best item of them all: your very own noggin. Collecting a Wolverine head will grant you a much-needed extra life.



Patience is a Virtue

Slow and steady is the way to go. Many areas have traps, like steam vents, that will harm Wolverine. When faced with opponents who have long-range weapons, wait for them to turn around or reload, then pounce. Enemies will retreat to or into an area as soon as they are off-screen.



Falling Down

Be especially careful inside buildings at the middle stages. Enemies have a number of places to hide, and you'll often have to battle on narrow ledges. Try not to fall if you can help it—a long drop can result in having to run through most of the level a second time.



Bad Doggy!

The jungle level introduces you to the world of angry dogs. Use the Down and B stick as they run at you. If you time it right, you can eliminate them with a single swipe. If they manage to latch onto you, attack repeatedly until they are cleared.



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ANY PORTAL IN A STORM

Vikki Grimm, the co-star of *Army Men: Sarge's Heroes 2*, steps into her own in 3DO's *Portal Runner*. As the daughter—albeit plastic—daughter of General Grimm, Vikki must stop the nefarious plans of Brigms Bles. With a trusty bow in your side, you'll battle through toy stores, medieval castles, prehistoric plains, outer space and more. But you're not alone in your quest. Even though Sarge couldn't make it, Leonardo the lion proves a capable substitute. You'll need his help as you traverse a maze of portals in the search for the ultimate goal—defeating Brigms himself.



BOOT CAMP

No soldier would enter battle without knowing the ropes, so take a quick refresher course. Use Red Gems to open portals. Many gems are in plain sight, and defeated enemies will also drop them. Jump with the A Button, and double-tap A to perform an extra-high jump.



Grab the Goods

Besides Red Gems, Vikki can also collect Blue Arrows and Blue Drops. You'll want to collect as many arrows as possible, as you only enter one of a dozen in a level, so you only get the one of defense in a war to catch. Each Blue Arrow grants you an additional life, so grab them whenever possible.



The Blue Drop Boogie

Use Blue Drops to regenerate Vikki's health. Small drops are worth one health unit, while the large drop restores two. Be sure to backtrack at the beginning of levels—there's usually something good just to the left of your starting position.

A Powerful Ally



Call Leonardo by reaching a Lion Head. While you can run him through the level, his help is most useful in short work of a job done—and will be to help you when you've been back—but unfortunately he can't enter the level. You have Leo for only a few seconds, and you can control the lion by double-tapping the A button.



Medieval Madness

Sorts of armor in the castle levels will mysteriously come to life and attack Vikki. When you see one begin to move, quickly head for the other side of the screen and let it try with your bow. Watch out for the invisible ghosts.



Back to the Toy Store

Levels are split up by numerous portals, and you'll jump between one world and the other worlds there's times before completing a mission. Once you reach the end of a level, you must defeat a final boss.



Aim for the Stars

It's easier to hit enemies when directly facing them, but that also makes it easier for them to hit you. Try to approach from behind or below as they can't hurt you. Also just be shooting with the bow. The longer you hold down B, the further you'll shoot.



That Old Black Magic

The second level is heavily forested, and populated by a nasty wizard. Get behind him and fire while avoiding his magical attacks. Be careful when you reach the boss—he is a powerful wizard who shoots lots of magic at once. Don't try to hit him with more than one arrow at a time.



Fire in the Hole

Though the bow is the only weapon in the game, you can track down high-powered Fire Arrows to use as ammunition. Fire Arrows, not only engulf enemies in flames, they allow Vikki to shoot three arrows at once. Be sure to equip them with the Select button.



FEELING FREAKY?

Spotting one of the more unlikely titles in video game history, *Shrek: Fairy Tale Frenzy!* is on the way to your GBC. The game is based on the film, *Shrek*, which stars the voices of Mike Myers, Eddie Murphy and Cameron Diaz and is slated for a mid-May release. Through the film as a parody of well-loved fairy tales, the game is a fighter in the tradition of *Mortal Kombat* and *Maco The Dark Age*. Choose from a number of characters, including the Big Bad Wolf, the Gingerbread Man, Pinocchio and more, and let the fairy fly and the freckledown begin!



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TEST THY MIGHT

You can choose from six different fighters at the beginning, and three more are unlocked as you play. Shrek himself is the most evenly balanced of all the fighters.



Learning to Bowl

Spend time learning how to bowl in Practice Mode. Each fighter has three basic moves—punch, kick, and throw—and three special attacks. Trigger special attacks with a combination of Controller movements and buttons. For instance, press L, Down, Right and A to have Shrek belch a fireball.



What a Big Nose You Have

When fighting Pinocchio, keep your distance at all times. One of his special attacks is a Nose Poke. If you get too close he'll start talking like and take you down before you know it. Stand far away and deflect his with a projectile attack.

Secret Scrappers



You need to finish each minigame to unlock a new fighter. The more minigames you complete, the more powerful the fighter will be. The more minigames you complete, the more powerful the fighter will be. The more minigames you complete, the more powerful the fighter will be.

Power-ups



If you score 100, 1,000 or 2,000 points during a match, you'll earn a secret power-up. *Invincibility* instantly gives you invincibility. *Speed* increases the number of attacks you can perform and *Ogre Strength* doubles your damage. You can use power-ups only when your health meter is at either 50 or 75 percent.



Hoodwinked Hoodlams

Unlike Pinocchio, you'll want to keep Monsieur Hood nearby during a battle. If he steals away from you, he'll give you a bonus score and a new damage. Get in close and use your back attack to end it quickly.



A Bridge Too Far

One of the arenas is a rocky wooden bridge that you can use to your advantage. When an opponent jumps a moving span to get close to you, use a projectile attack to knock him or her back. Be careful not to fall off!



Clattered at the Castle

Like the bridge, the castle arena is quite complex. Head to either side, jump the gap and fire your projectile. If you use a couple of dashes toward the lower end, you'll be able to hit an opponent while he or her attacks and helplessly overhead.



Thelonius Threshing

The mighty Thelonius proves to be a problem for even the most skillful fighters, especially Shrek. Because the matches go so well with the green agrs, you'll need all your talent just to survive. Don't get close to him, or he'll grab you and use his HeadLock Hold to drain your energy.



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A WHEEL CHALLENGE

Xtreme Wheels may look and feel like a close cousin to the NES *Excitebike* of old, but you'll have to pedal to victory as opposed to cruising on a motorcycle. There's a lot of game crammed into the Pak, including training sessions, Time Attack Modes and a long season. In addition, you can create both a rider and a team and unlock hidden cyclists as you progress through the game. The other riders will be a great help to your progress since they have much higher speed, balance and starting ratings. So strap on a helmet, grease your chain and give Xtreme Wheels a test drive.

TRAINING SELECT

SPEED TRAINING

JUMP TRAINING

TOTAL TRAINING



PEDAL TO THE METAL

Before tackling the Grand Prix Championship, wheel on over to the Training Mode and master the basics in three different areas: speed, jumps and all-around biking. Not only will the training help you learn the X's and O's of competitive biking, but you can use it to unlock playable characters of your first-place finish is fast enough.

A Balancing Act

As you jump, press Left or Right to control the lean. Pressing Left will cause you to lean longer and farther, while pressing Right will result in a short, low air-ride-up. Press Left while air-borne to pop a wheelie, and press Right to do a jackknife brake.



As you sail through the air, you can correct the angle of your landing by pressing Left or Right on the Control Pad. Pressing Right will bring your front wheel down, while pressing Left will take it back up. This usually is used to adjust the wheel's downward lean, unless you're about to land on another jump's upward slope.



The Stamina Solution

Your rider has a limited amount of stamina, and once it runs out he or she will need to rest for a moment. You'll need to watch the Stamina Meter very carefully since it drains every time you pedal.



To conserve stamina, never pedal the air or on a downward slope. Since you're on a bike, the air will build speed for you. If you're low on stamina and have a lot of race left, you might just want to use it up. You'll be invaluable for a few seconds, but when you hit the course again the meter will be full.



Win Friends and Influence People



To win a race, so well, stand in either Training Mode or the Grand Prix Championship. When creating new riders, keep three stats in mind: Speed and Stamina are self-explanatory, and the third stat refers to how well a rider can balance.

The Grand Prix Championship

The Grand Prix has four different classes, and you'll be able to access only the lowest level when you begin. Speed is important, and so is keeping a close eye on your competitor's movements. They will often bump into your back and send you head over heels.



Each course is closely marked, and you can take shortcuts at certain points. Be careful with your exploration, however. Many shortcuts are filled with loose dirt or rock, and you'll use more stamina and time trying to navigate them than you would if you stayed in track.



Time Is on Your Side

Time Attack Mode allows you to practice on any Grand Prix course you've unlocked. Use it to search out shortcuts and become comfortable with the layout of a track. You can use any Unlocked race with Time Attack Mode.



Once you've set a winning time in Time Attack mode, you can toggle again and again to see if you can beat it. It's a good place to compete against friends for the title of Xtreme Wheels Champion, but you won't be able to unlock any new tracks or riders.



NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES

MAY 2001

MARIO PARTY 3

You're invited to Mario's biggest party ever.

Every year since 1999, Hudson Soft and Nintendo have unveiled a Mario Party game, and this year's annual video board game bash is as fun and frantic as ever. Mario Party 3 brings back the bold graphics, peppy music, and lovable formula of the original minigame gala, and it also introduces new party perks, like the two-player Duel Mode boards.

Ramping up the pacing and action, Duel Mode is perfect for players who don't like waiting for their turn to come up in the four-player fiestas. The head-to-head setup invites two duellists to hax bodyguards, like Bob-ombs and Poochyas, and their battle buddies will attack or defend if the rivals cross paths on the game board. The Paper Mario-style battles in Duel Mode keep the party jumping,

but the real life of the party is the bath of 71 new minigames. Whether you're looking for brain busters of the Game and Watch kind, old-school tests of reflexes, memory games, side-scrolling races or all-out 3-D action, Mario Party 3 has the variety that will keep you partying 'til dawn. And that's reason to celebrate.

COMMENTS: Oliver—It's definitely worth buying for the new Duel board game. Jason—This has the most inspired variety of minigames yet, and there isn't a party pooper in the bunch. The Tennis game, slew of races and 3-D chases are a blast. Andy—When you finally get to the action, it's worth the wait, but it seems like many of the challenges are based on overcoming unresponsive controls. Jenni—Happy for gamers everywhere, but sadly for me, Mario Party 3 is the best party I've been to in a while. This is a good game if you don't have three pals to party with and an even better game if you do.



- Nintendo Game Boy Advance
- 1 to 4 players
- 71 minigames
- 100% completion
- 75 minigames

- JUST ★★★★★
JASON ★★★★★
JENI ★★★★★
OLIVER ★★★★★
ANDY ★★★★★



THE LEGEND OF ZELDA: ORACLE OF SEASONS

5

A good adventure is never out of season.

Don't think Oracle of Seasons isn't a full-fledged epic just because it's being released in conjunction with another GBC Zelda game this month or because Capcom developed the adventure instead of Nintendo. Capcom didn't sleep on the game's size or challenge level, and the end result is a classic Zelda game that looks and feels like Link's Awakening. At the same time, Seasons is an all-new experience that has a different personality from its former ilk, the puzzle-oriented Oracle of Ages. Each chapter takes place in different worlds, and Seasons emphasizes action, swordplay, jumping and puns. Depending on how you play, you'll befriend an animal that specializes in hopping, flying or swimming, and

you'll be able to summon it to navigate the cleverly intricate landscapes that vary from season to season. Other innovations, like new weapons (including a three-way shotgun) and collectible power-up rings (that you can transfer between Pala and use like Paper Mario badges), give adventures more reason to scour the land in winter, spring, summer and fall. In every season, characters from Ocarina of Time make cameos, but it's not just the familiar faces that make Seasons feel like a Zelda game through and through. Seasons lives up to its Zelda pedigree simply because it's a smart, dramatic adventure that's fun and deviously challenging every step of the way.



COMMENTS: Alan—If Link's Awakening and Ocarina of Time had a love, it would be Oracle of Seasons. Oliver—Classic game play plus elements of the N64 Zelda games. Drew—If you're a fan of Zelda, you won't be disappointed. George—Perfect play control. Andy—You won't be able to put it down.

GAME BOY COLOR



- Nintendo 64 Migration
- 1 Player
- CERO: Everyone
- Game Link: Compatible
- 8 Screens on

AAM ★★★★★
 AWY ★★★★★
 NEW ★★★★★
 GENE ★★★★★
 JASON ★★★★★

EVERYONE Midwestern

E
ESRB RATING
FOR ALL AGES

INDIANA JONES AND THE INFERNAL MACHINE

3

Rage against the Internal Machine.

In a tip of the fedora to his N64 expedition, Indiana Jones cracks his whip in a monochromatic version of Infernal Machine. Graphically, the difference is about as pleasing to look at as an opened ark since the settings are swash in monochromatic colors and Indy's an arrow that his head looks like it's all bar.

But what Infernal Machine lacks in flash, it makes up for in whip-smart puzzles. You solve ruses of the stumps by activating switches and moving blocks, and the majority of the puzzles are difficult, if not obtuse. Indiana is one Jones who'll be hard to keep up with, since the game asks you to look with little guidance and few obvious clues. Often, you won't know what you'll need to do next or where you

should be heading. If you manage to figure out your destination, you can rely on the good play control, which makes juggling across rafters, swinging over gaps and rifling over traps manageable tasks. As long as you're a patient player and a pro puzzler who likes to think, you'll dig Indy's challenging archeological exploits.

COMMENTS: Jenni—Indiana Jones has jerky movements, limited abilities, and an annoying resemblance to Piffal Harry. The game works well as an exercise in frustration at first, but once you figure out where to go, it's not that bad. Drew—It seems like they just slapped a hot license on a half-baked game. Andy—Confusing, unintuitive and slow-paced. Alan—Though the indistinguishable backgrounds lead to a lot of unintentional plummeting from cliffs, the puzzles are top-notch. Let's hope this isn't Indy's last crusade. Oliver—A very in-depth game that should provide hours of adventure and puzzle solving.



GAME BOY COLOR



- CERO: Everyone
- 1 Player
- DR: Compatible

AAM ★★★★★
 AWY ★★
 NEW ★★
 JEN ★★★★★
 RENE ★★★★★

EVERYONE Midwestern

E
ESRB RATING
FOR ALL AGES



RAZOR FREESTYLE SCOOTER

Scooting on the razor's edge.

It was only a matter of time before the latest craze to hit the streets and sidewalks of suburban rolled over GBC. In *Razor Freestyle Scooter*, the popular foot-powered two-wheeler become stunt vehicles for Cross's trike-based racing game. Sharp graphics, well-oiled controls, slick animation (who knew there were so many ways to wipe out!) and great, bouncy tunes highlight a breezy stuntfest that comes across like a junior version of Tony Hawk's Pro Skater with handles. Unlike Pro Skater, *Freestyle Scooter's* forced scrolling setup prevents you from turning around, but it's not a problem since the game is about freestyle stunt racing and not freestyle exploration. Besides, most of the fun



in the game comes from the ramps, oil slicks and cross traffic that make your one-way path a dangerous road to travel. Along the way, you can bust out stunts galore and scoot over power-ups and coins that you can cash in for upgrades.

Maybe *Razor Freestyle Scooter* isn't the fastest or wildest of extreme sports (the action's more moderate than extreme), but Cross's Pak rolls out a polished stunt meter that's a smooth, decent ride.

COMMENTS: *Andy*—There is a nice selection of stunts, although they're way too easy to execute.

Drew—It doesn't make good use of its license—you could just as well be riding a bike or a skateboard. If you are a scooter enthusiast in search of a thrill, consider getting wrist guards or a helmet instead of this game.

Scjop—I was surprised by this game. It has good graphics and cool tricks. The play control is nice and smooth. *Alan*—Imagine Paperboy meets Tony Hawk, but infinitely larier.

3



- **Game Boy Color**
- **2-Disk 2-Player**
- **1 1/2 Hours of Gameplay**
- **GBC exclusive**
- **Game Link compatible**
- **7 Tracks**

AM ★★
ND ★★
EW ★★
IGN ★★
IGNA ★★
EVERYONE
E
ESRB RATING



ALIENS: THANATOS ENCOUNTER

The aliens have landed.

The *Alien* movies seem perfectly suited for video games, and THQ's *Thanatos Encounter* is a shooter that valiantly tries to convey the thrill of the films. Somewhere in a giant spaceship, swarms of aliens are lurking, and you must send your five space marines one by one on a hunt for aliens and in search of survivors. If an alien defeats your marine, you must replay the level using another marine and find your comrade before the 200-second incubation period elapses. The race against the clock is a nice attempt at intensifying the game, but it can also be annoying since all of the aliens that your captured marine had exterminated will resolutely reappear when

you mount your rescue mission (talk about *Alien Resurrection*!).

The action can get frantic, but it's never as scary as it should be. The fact that you see everything from a bird's-eye view makes it even harder to feel like you're in the thick of things, and the graphics are just too puny (you fire little dots) to convey any sci-fi suspense. It surely won't send shivers up Sigourney Weaver's spine, but *Thanatos Encounter* boasts an original premise, large areas and difficult shoot-'em-up action.

COMMENTS: *Scjop*—Having limited time to save your captured marines is a fun element that enhances the game. The hit detection isn't great, though. *Andy*—The monsters are too try to be terrifying. *Jenni*—You can hardly see where your bullets are going. *Oliver*—The *Alien* movies make for interesting games, and this is no exception. *Drew*—The little scanner display is a nice nod to the *Alien* movies, but there is no sense of suspense or horror in the game.

2½



- **THQ's Thanatos**
- **1 Player**
- **GB-Link Only**

AM ★★
EW ★★
IGN ★★
IGNA ★★
EVERYONE Infected violence
E
ESRB RATING





PORTAL RUNNER

The time has come for Army Men's one-woman army.



GAME BOY ADVANCE



The main appeal of the Army Men series is that it stars tiny toy soldiers fighting full-blown battles in war zones filled with relatively large, real-world animals. Portal Runner is a spin-off of SDO's miniature military franchise, but it doesn't rely on the Army Men toy theme. Instead it plops army bow, Vikki G. (formerly known as Vikki Grimm before she landed her first starring role), in a time-traveling side-scroller, where much of the kitchy humor and appeal is replaced by medieval, atonec age and futuristic settings. Painted in splashy colors, the unstrategic settings lack the whimsy of Army Men's landscapes, and the locales of the mistletoed areas are downright dull and unexciting. Since the

Army Men chick is AWOL and unable to lend flavor to Vikki's time-traveling romp, fun game play is about the only thing that can save Portal Runner. Too bad that was lost in time, too.

The fun you can ride in select areas is cool, but the game's res) saving grace is Vikki's sole weapon—her bow. You can change the arc and power of the arrows she shoots by adjusting how long you pull back on the bowstring. The controls are precise, but a spiffy weapon isn't enough to spruce up a generic genre. Other than the archery aspect, Portal Runner misses the bull's-eye in the fun department.

- Good graphics
- Fun
- Good controls
- More than 30 levels and sublevels

IGN ★★
 MET ★★
 NER ★★
 DREW ★★★★★
 ALAN ★★★★★

EVERYONE Mild Violence



COMMENTS: George—The hit detection and control are very tight. A solid action/fantasy platformer with colorful graphics and an interesting director. Oliver—It's Cislestania with a bow and arrow. Using the bow can be fun, but that's about it. Andy—It's odd but fun. Check it out. Drew—It's time for another weak Army Men title. Has it been two weeks already? Portal Runner is a mediocre side-scrolling shooter.

KEY

Blood	Sexual Content	Alcohol, Drugs, and Tobacco	Gambling	Language	Nudity	Simulated Gambling	Violence	Mild Language	Mild Violence

★★★★★ Severe
 ★★★★★ Right on!
 ★★★★★ Good
 ★★★★★ Okay
 ★★★★★ No way!
 ★★★★★ Stinky!

ESRB RATINGS

To contact the ESRB, call 1-666-751-2075.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

Early Childhood	Everyone	Teen (13+)	Mature (17+)	Adult (18+)	Rating Pending

CRITICAL MASS

Each game's overall score is an average of all of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked to game games in order of preference with the favorite type of game appearing first.

ALAN:		JEROME:	
ANDREW:		JILL:	
CHRIS:		BLAKE:	
DREW:		SCOTT:	
GEORGE:		SHANE:	
JASON:			



Super Mario Advance



The man with the moustache will bound into a new era of handheld gaming in June as Super Mario Advance is unleashed on America. Nintendo Power will be there with maps in hand to help guide you through the retooled re-creation of Super Mario Bros. 2.

E3 Preview

Nintendo is ready to make a major splash at this year's Electronic Entertainment Expo. We'll give you the pre-vent goods on the Nintendo GameCube's big debut.



Castlevania: Circle of the Moon



Konami's classic side-scrolling adventure series will soon return from the grave on Game Boy Advance. Our detailed preview will shine some light on the things that go bump—and then attack you—in the night.

PLUS!

- F-ZERO MAXIMUM VELOCITY
- THE LEGEND OF ZELDA: ORACLE OF SEASONS/THE LEGEND OF ZELDA: ORACLE OF AGES, PART 2
- PITFALL THE MAYAN ADVENTURE
- RAYMAN ADVANCE
- IRIDIUM 30
- DOODLE BALL ADVANCE

Tony Hawk's Pro Skater 2



The Hawk is ready to kick-flip onto the Game Boy Advance, and you may not believe your eyes when we roll out our preview of the beautiful new title from Activision. Get an early look at all the moves and sleazy venues.

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Nintendo®

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Razor

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CRAVE



GAME BOY color

